HOT!

LARA CROFT WEARS RUBBER

ANGELINA JOLIE LOOKS REALLY GOOD IN A SCUBA SUIT

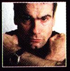
GAMES 101

LEARN TO MAKE GAMES AT SCHOOL!

EXCLUSIVE!

PLAYABLE DEMOS INSIDE!

INCLUDING THE AWESOME NBA STREET VOL. 2!



HENRY ROLLINS

THE VOICE OF MACE GRIFFIN SPEAKS OUT

OFFICIAL U.S. PlayStation MAGAZINE

THE HOTTEST GAMES

GRAN TURISMO 4

AT LAST! FIRST SCREENS AND INFO!

METAL GEAR SOLID 3

AND YOU THOUGHT IT WAS A MYTH!

Official U.S. PlayStation Magazine Issue 70 (July 2003)

EVOLUTION

RIDGE RACER RETURNS!

PLAYSTATION page 24

EXCLUSIVE REVIEW

HULK

CHEAT!

X2: WOLVERINE
NBA STREET Vol. 2
THE SIMS
SPLINTER CELL

1355 RATINGS

★★★★★

ZIFF DAVIS MEDIA™

JULY 2003 ISSUE 70
$8.99 U.S. $11.99 Canada

07>
0 70992 06968 2

Display Until July 7

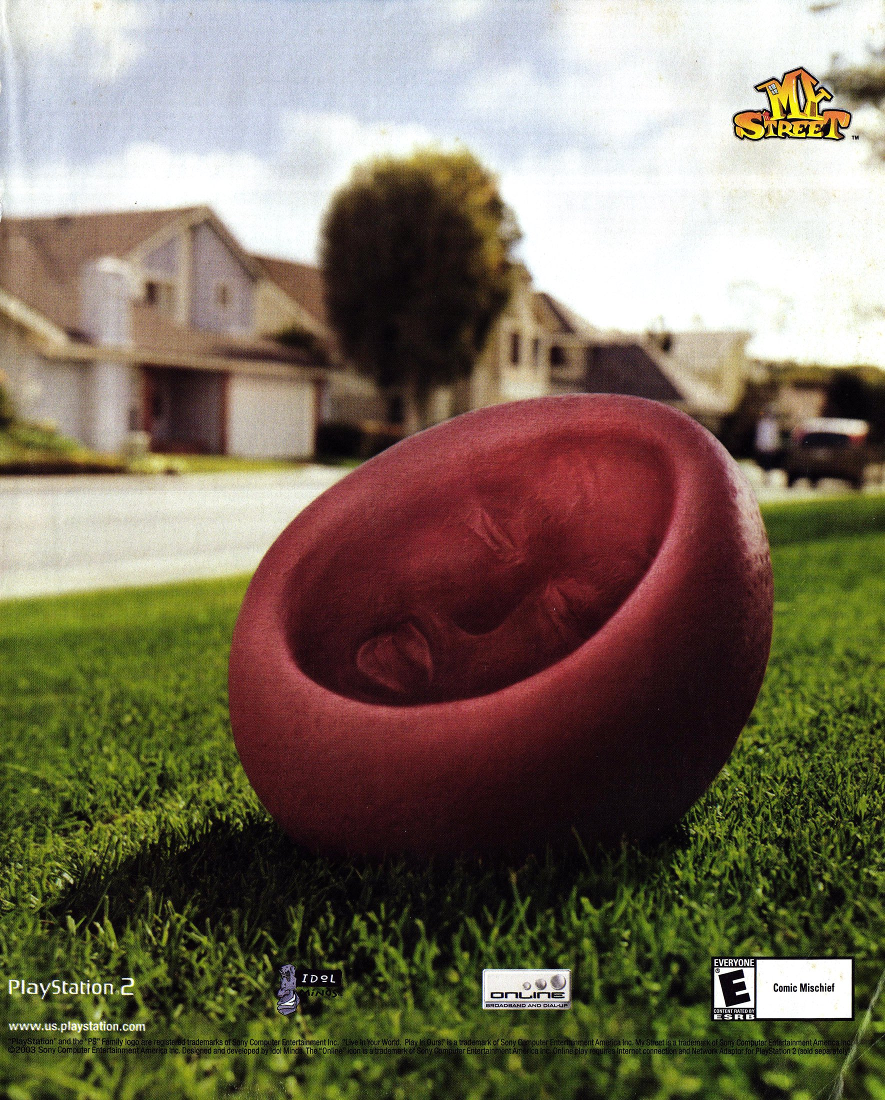
WWW.PLAYSTATIONMAGAZINE.COM

LIVE IN YOUR WORLD.
PLAY IN OURS.™

Dodgeball

Just one of seven games you can play online with *My Street.*

My Street™ is overrun with punks. Tearing up backyards with RC race cars. Dominating the beach with games of volleyball. And you've already seen what they do with dodgeballs. Create your own character and beat these bullies at their own game. Forget all about sportsmanship, and *My Street* could be all yours.


MY STREET™
PlayStation 2
IDOL MINDS
ONLINE
BROADBAND AND DIAL-UP
EVERYONE
E
CONTENT RATED BY
ESRB
Comic Mischief

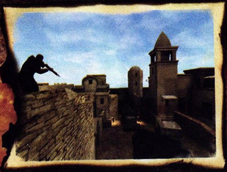
www.us.playstation.com

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc. My Street is a trademark of Sony Computer Entertainment America Inc. ©2003 Sony Computer Entertainment America Inc. Designed and developed by Idol Minds. The "Online" icon is a trademark of Sony Computer Entertainment America Inc. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

OVERTHROW HITLER'S EVIL EMPIRE.

You are B.J. Blazkowicz, a US Army Ranger recruited by the OSA and the Allies' top specialist in covert operations, heavy weapons and assassination. Hitler's head of the SS, Heinrich Himmler, is twisting science and the occult into an army capable of annihilating the Allies. The balance of victory is in your hands.

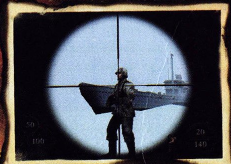
RETURN TO CASTLE
Wolfenstein
OPERATION RESURRECTION™



Traverse forests, cities, Egyptian villages and crypts across over 30 levels.

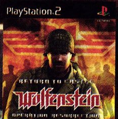
Unleash a brutal arsenal of authentic and experimental weapons.

Escort captured Panzer tanks and shred the undead into oblivion.



Infiltrate top-secret airfields and compounds and silently assassinate Nazi officers.

Face complex enemies who coordinate attacks and anticipate your every move.



MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Violence

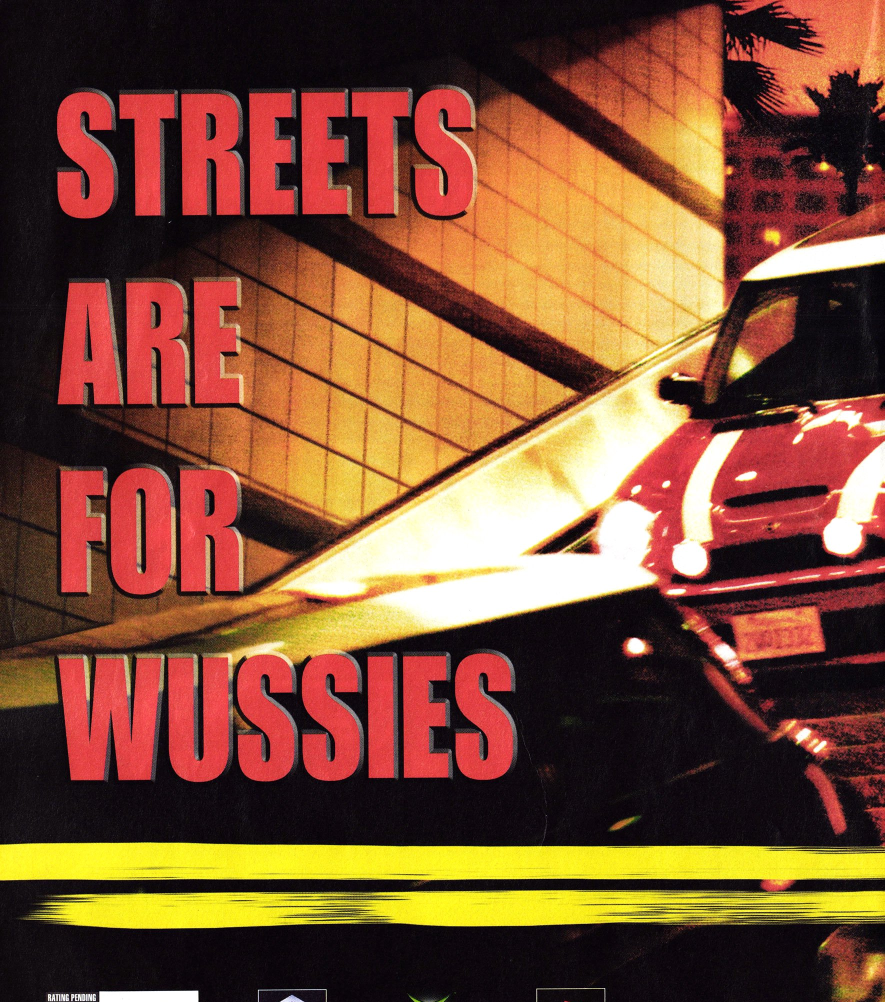
PlayStation 2

RASTER PRODUCTIONS
rasterproductions.com

id
idsoftware.com

ACTIVISION
activision.com

© 2001-2003 Id Software, Inc. All rights reserved. Published and distributed by Activision Publishing, Inc. under license. Return to Castle Wolfenstein: Operation Resurrection, Return to Castle Wolfenstein, the Return to Castle Wolfenstein logo, the id Software name and the id logo are either registered trademarks or trademarks of Id Software, Inc. in the United States and/or other countries. Activision is a registered trademark of Activision, Inc. and its affiliates. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.



RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

NINTENDO GAMECUBE

XBOX

PlayStation 2

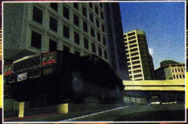
® & © 2003 Paramount Pictures. All rights reserved. Climax and the Climax logo are trademarks of Climax Group. Eidos Interactive and the Eidos Interactive logo are registered
are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and Nintendo

SEE THE MOVIE IN THEATRES NOW!

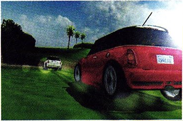
Who needs pavement when you're behind the wheel of a souped-up MINI Cooper? Tear through subway stations, rip apart golf courses, and plow through storm drains as you pull off the ultimate gold heist.

THE ITALIAN JOB®

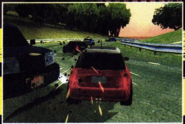
A high-octane arcade racer based on the blockbuster movie.



Race through L.A. driving 10 different vehicles.



Master 4 modes from death-defying stunt driving to multiplayer madness.



Bonus features including movie footage, interviews, and more!

CLIMAX

Paramount
A VIACOM COMPANY

EIDOS
INTERACTIVE

ItalianJobGame.com

trademarks of Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos
GameCube logo are trademarks of Nintendo. ©2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Rese [illegible] ef Jam and Def Jam VENDETTA and all associated logos and marks are used under license from DJR Holdings, LLC and The Island Def Jam Music Group, a division of UMG Recordings, Inc. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc [illegible] er trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands

TEEN
T
CONTENT RATED BY
ESRB

Strong Language
Strong Lyrics
Suggestive Themes
Violence

PlayStation®2

EA SPORTS BIG
Def Jam VENDETTA

Do something. Fight for money, power and respect in the underground. The battle begins at defjamvendetta.com.

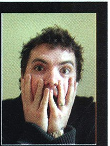
CONTENTS

OFFICIAL U.S. PlayStation MAGAZINE

www.playstationmagazine.com

SEE AND READ IT ALL HERE

We've got just about everything!



John Davison
Editor-in-Chief

We've got a killer issue for you this month, and I'm so pleased I'm just going to keep tooting our horn until you get bored of it. Not only do we have an exclusive review of Vivendi Universal's *Hulk* game (which is surprisingly good), but we've also scoured the world of gaming to bring you exciting info on *every* huge game we can find on PS2. You'll see big exclusives on some of these appearing in other magazines, but only *Official U.S. PlayStation Magazine* has them all in one place. *Gran Turismo 4*? Got it. *Metal Gear Solid 3: Snake Eater*? Got that, too. *R: Racing Evolution* (the sequel to *Ridge Racer V*)? Yep...nailed it. *Castlevania*? We have that, too! If there's ever been a good time to feel good about being a PS2 gamer, this is it. The bar has definitely been raised, and the next wave of games looks set to blow everything else away. Just look at the graphics in the new *Metal Gear*. Oh. My. God.

You'll notice that something we *don't* have this month is a review of *Enter the Matrix*. Why? Apparently Atari didn't want to show anyone the game until the day the movie came out—and that happens after this issue goes to print. Look out for our review next month.

ABOUT OUR CONTRIBUTORS

JOHN SCALZI
John writes the way most people breathe. By that we don't mean he writes without thinking; just that he writes a lot. A whole damn lot. You can get all the info on all his current projects, plus read his almost-daily column at www.scalzi.com.

ROBERT ASHLEY
So you finally convinced your folks that getting a degree in game design is worth *your* time and *their* money, thanks to this month's feature. Well, you can thank Robert, a freelance editor in Washington D.C., who wrote the story for us.

LOIS H. GRESH AND SIMON WEINBERG
Gresh and Weinberg are the co-authors of the award-winning *The Science of Superheroes*, which investigates real science in superhero comics. They hooked us up with a column for this month's feature.

PENNY ARCADE
These guys make comics that make us snort milk out of our noses. A new comic goes up every Monday, Wednesday, and Friday, which makes the site worth visiting, at the very least, three times a week. Enjoy yourselves. www.penny-arcade.com.

Videogames Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

EARLY CHILDHOOD RATING
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

EVERYONE RATING
The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN RATING
Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE RATING
These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY RATING
The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

ZIFF DAVIS MEDIA™

THE MAGAZINE
Editor-in-Chief **John Davison**
Managing Editor **Gary Steinman**
Previews Editor **Chris Baker**
News Editor **Sam Kennedy**
Reviews Editor **Joe Rybicki**
Associate Editor **Todd Zuniga**
Gossip Columnist **Clish MacLaver**
Editorial Contributors **Steve Almanzi, Robert Ashley, Ethan Einhorn, Lois H. Gresh, Ravi Hiranand, Nich Maragos, John Scalzi, Dave Smith, Simon Weinberg**
Japanese Correspondent **Yutaka Ohbuchi**
European Correspondent **Axel Strohm**

DESIGN
Senior Art Director **Bob Conlon**
Art Director **Jason "Turkey Beard" Babler**
Graphic Designer **Tina Huynh**
Illustrations **2face, Crystal McNair, Mike Reisel, Greg White**

COPY DESK
Copy Chief **Kristen Salvatore**
Copy Editors **Tom Edwards, Greg Ford**

PRODUCTION
Manufacturing Director **Carlos Lugo**
Senior Production Manager **Anne Marie Miguel**
Production Manager **Monica Brent**
Assistant Production Manager **Teresa Newson**
Art Production Manager **Michele Kellogg-Manousos**

ZD GAME GROUP
Senior Vice President **Dale Strang**
Editorial Director **John Davison**
Creative Director **Simon Cox**
Business Director **Cathy Bendoff**

CIRCULATION
Group Circulation Director **Tracy Schultz**
Single Copy Sales Director **Bob Kerekes**
Senior Newsstand Sales Manager **Don Galen**
Internet and Partnership Marketing Dir. **Chris Wilkes**

SUBSCRIPTION SERVICE NUMBER
800-627-6458 (U.S. and Canada only)
http://service.playstationmagazine.com
subhelp@playstationmagazine.com
TO SUBSCRIBE ONLINE
http://subscribe.playstationmagazine.com

SALES AND MARKETING
Group Publisher
Lee Uniacke, 415-357-4910
Group Associate Publisher
Stan Taigen, 415-357-4915
BAY AREA
Mary Gray, District Sales Representative, 415-547-8782
Aaron Gallion, Account Executive, 415-357-4925
SOUTHWEST
Julie Knapp, District Sales Manager, 310-379-4313
Emily Olman, Account Executive, 415-547-8781
MIDWEST
Marc Callison, Regional Sales Manager, 630-810-4095
Candace Droz, Account Executive, 415-357-4920
EAST
Ian Sinclair, Regional Sales Manager, 203-255-5795
Mary Letson, Account Executive, 415-357-5226
KEY ACCOUNTS – WEST
Marci Yamaguchi, Regional Sales Manager, 415-357-4944
Amy Mishra, Account Executive, 415-547-8780
ONLINE SALES
Bill Young, 415-547-8453

Rey Ledda, Marketing Director, 415-547-8775
Tipler Ubbelohde, Senior Advertising Coordinator, 415-357-4930
Wayne Shiu, Marketing Coordinator, 415-547-8248
Kristeen Laut, Senior Sales Assistant, 415-547-8778
Amanda Nelson, Sales Assistant, 415-547-8783
Alison Rubino, Sales Assistant, 415-547-8779

ZIFF DAVIS MEDIA INC.
Chairman & CEO:
Robert F. Callahan

Chief Operating Officer & CFO:
Bart W. Catalane

Senior Executive Vice President, Publishing Operations:
Tom McGrade

Executive Vice President & Editorial Director:
Michael J. Miller

Executive Vice President, General Counsel & Secretary:
Gregory Barton

Senior Vice Presidents:
Jasmine Alexander (Technology & Sales Operations)
Derek Irwin (Finance)
Charles Mast (Circulation)
Sloan Seymour (Enterprise Group)
Dale Strang (Game Group)
Jason Young (Internet)

Vice Presidents:
Ken Beach (Corporate Sales)
Tim Castelli (PC Magazine Group)
Charles Lee (Integrated Media)
Aimee D. Levine (Corporate Communications)
Jim Louderback (Editor-in-Chief, Internet)
Eric Lundquist (Editor-in-Chief, eWEEK)
Bill Machrone (Editorial Development)
David Mullen (Controller)
Beth Repeta (Human Resources)
Tom Steinert-Threlkeld (Editor-in-Chief, Baseline)
Stephen Sutton (Internet Audience Development)
Stephen Veith (Publisher, CIO Insight)

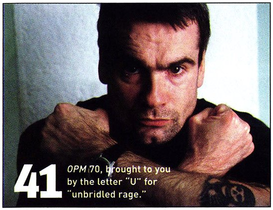
Senior Director, Manufacturing:
Carlos Lugo

Director, International:
Christin Lawson

Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine (OPM)* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive, and candid coverage of PlayStation software and hardware.

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $8.99. Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. POSTMASTER: Send address changes to Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at: 800.627.6458 U.S. and Canada, or (303) 604-7445 all other countries. Fax us: 850.683.4094 U.S. and Canada, or 303.604.0518 all other countries. Or visit our subscription website at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. Copyright © 2003 Ziff Davis Media. All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication or on www.playstationmagazine.com, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager: Olga Gonopolsky, Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Tel: 212-503-5438. Fax: 212 503-5420. E-mail: olga_gonopolsky@ziffdavis.com. For reprints, contact Reprint Management Services (RMS) at (800) 290-5460 or (717) 399-1900, or on the Web at www.reprintbuyer.com. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.



41 *OPM* 70, brought to you by the letter "U" for "unbridled rage."

REVIEWS

PS2 GAMES

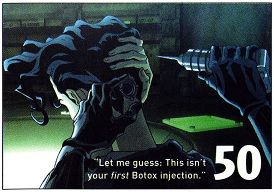
92	Ape Escape 2	★★★★½
93	Arc the Lad: Twilight of the Spirits	★★★★
96	Chaos Legion	★★★½
93	Chessmaster	★★★½
95	Evil Dead: A Fistful of Boomstick	★★★
91	The Hulk	★★★★
98	Resident Evil: Dead Aim	★★★½
95	Silent Line: Armored Core	★★★½
97	Speed Kings	★★★★
94	Unlimited Saga	★★
97	Wakeboarding Unleashed Feat. Shaun Murray	★★★★½

PS1 GAMES

99	Air Hockey	★★★½
99	Jigsaw Madness	★★
97	MLB 2004	★★★
99	Mobile Armor	★
99	Monster Bass!	★★
99	Patriotic Pinball	★★½

PERIPHERALS

99	Air Flo EX	★★★
99	Promedia GMX D-5.1	★★★
99	Remote Free	★★★



"Let me guess: This isn't your *first* Botox injection." 50

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

PLAYABLES
MLB 2004
NBA Street Vol. 2
Dynasty Warriors 4
Freaky Flyers

VIDEOS
Syphon Filter: The Omega Strain
Finding Nemo
Gladius
Hunter: The Reckoning Wayward

INSIDE THE GAME
Downhill Domination
Tomb Raider: The Angel of Darkness
Wakeboarding Unleashed Featuring Shaun Murray

REPLAY
Gungrave
WWE SmackDown: Shut Your Mouth
Sly Cooper and the Thievius Raccoonus
Star Wars Clone Wars
Tiger Woods PGA Tour 2003
Terminator: Dawn of Fate
Minority Report
Grand Theft Auto: Vice City

EXTRAS
Dev 101: Game Design and Development Schools
On Tour at ABCD CampTeaneck
On Tour at The Big Time
On Tour at USA Cup

PLAYSTATION UNDERGROUND TEAM
Demo Disc Producers **Gary Barth, Manuel Sousa, Jerome Strach, Chris Tan**
Marketing Team **Kim Yuen, Chris Hagedorn, Steve Williams**
Executive Producers **Andrew House, Marilyn Weyant**
Format Q&A **Sam Bradley, DeMarlo King**
Account Coordinator **Eric Ippolito**

PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.
Lead Programmers **William Bohan, Ron Midthun, Avery Lodato**
3D Artists **Jason Robinson, Philip Williamson, David Hayes**
Producer **Jessi Harrison**
President **Katherine Williams**
Technical Director **Tim Edwards**

SPECIAL THANKS
Tom Gillan, Gerald Martin, Jim Williams, Michelle Manahan, Christine DeNezza

STREET

EARN YOUR CRED ON THE COURTS OF NBA STREET VOL. 2

Not only do you get to play the fantastic *NBA Street Vol. 2*, you also have a chance to take an early look at the first *Syphon Filter* game to hit the PS2, in a tantalizing video. And that's just the start of it. Check out these challenges for the rest of the games on the disc.

Issue 70
Official U.S. PlayStation Magazine
SONY
NTSC U/C
DVD ROM
RP-M
PlayStation 2

NBA STREET VOL. 2

THE DETAILS:
You get two teams (Old-School Ballers and NBA Stars) and one court (Uptown, NYC) to prove your mad skills. Be the first to 21 and rule the roof—but you'll have to win by two.

HAVE YOU TRIED...
...building up the Gamebreaker meter? Hold down different combinations of shoulder buttons and tap Square to get fancy.
...then "pocketing" it? Pulling off a Gamebreaker shot will raise your score by two and drop your opponent's by one. But if you save your 'breaker (by hitting Select) and build up the meter again you'll get a chance at a +2/-4 Globetrotter moment.

MLB 2004

THE DETAILS:
No surprises here—it's a reprise of the 2002 World Series, Giants and Angels at Edison Field, with three innings to play. You too can now experience this season's least interesting baseball game.

HAVE YOU TRIED...
...hitting L1 while pitching? It'll show your pitcher's fatigue level and also a somewhat more detailed profile of the batter.
...clearing the bench? You can't, but it sure is fun to hit batters.
...intentionally flubbing an infield fly? Just let the ball drop—don't worry, the runner won't go anywhere. You can check out the great dive animations.

DYNASTY WARRIORS 4

THE DETAILS:
This demo kicks ass. You get to pick from two battles (Cheng Du or Guan Du), and four characters (Zhao Yun, Huang Gai, Dian Wei, or Diao Chan) and let loose the dogs of war for eight minutes.

HAVE YOU TRIED...
...Musou attacks? Kill just a few enemies and you'll charge up your Musou meter, allowing you to pull off devastating wide-range attacks.
...air attacks? Tap X to jump up and follow that with Triangle—you'll smash back down, knocking all your enemies off their feet.
...destroying the windmills? They're on the eastern half of the Guan Du map. They break nice.

FREAKY FLYERS

THE DETAILS:
Two levels here: Coyote Canyon is a basic kart-style racing level, but in Bandito Attack you have to protect your fort from, well, attacks by little creatures called (give up?) Banditos.

HAVE YOU TRIED...
...hunting down all the Banditos? Don't even try to take out more than one Bandito fort at a time—do one, then come right back, because your fort will no doubt be damaged already.
...hunting down the song "Banditos" by the Refreshments? They did the *King of the Hill* theme song. The album with that song on it is called *Fizzy Fuzzy Big and Buzzy*. You should buy it.

TOMB RAIDER: THE ANGEL OF DARKNESS

THE DETAILS:
Lara is now very, very late. Current reports peg the game as coming out in the fall sometime. That's probably a good thing—the game *looks* great, but we were worried about the controls.

HAVE YOU...
...checked out the amazing lighting? Some of those environments look really spectacular.
...noticed how much Lara's new hand-to-hand combat looks like Angelina Jolie's moves? Look at that kick—it's straight out of the live-action flicks.
...tried not to howl with laughter when the narrator says the game will be out in late April? It cracked us up, at least.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

OPM Demo Disc is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillsdale Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors. See individual screens for details. ©2002 Sony Computer Entertainment America Inc.
Please submit all related demo disc inquiries to: OPM Demo Disc, Inquiries, 919 E. Hillsdale Drive, Foster City, CA 94404

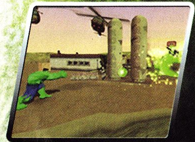
HULK™

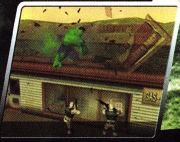
UNLEASH THE FURY

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, The Hulk, battle The Leader – a terrifying villain intent on unleashing a relentless army of gamma creatures on the world. Unravel The Leaders evil plan by using the brains of Banner, and unleashing the ultimate power and destruction of The Hulk.

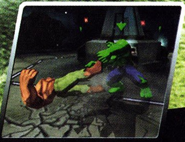
HULK
MARVEL

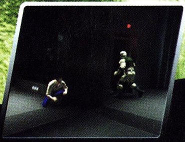
GAME BOY ADVANCE
THE INCREDIBLE HULK


45 devastating attacks to dispose of your enemies.



25 fully destructible and interactive environments - if you can see it, you can smash it.


Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.


Outsmart your enemies as Dr. Bruce Banner, using stealth and disguise.

WWW.THEHULK.COM WWW.HULKGAMES.COM WWW.MARVEL.COM

SEE THE MOVIE
IN
THEATERS
06.20.03

VIVENDI UNIVERSAL games

UNIVERSAL

GAME BOY ADVANCE

RADICAL ENTERTAINMENT

PlayStation®2

MARVEL™

UNIVERSAL INTERACTIVE

NINTENDO GAMECUBE™

PC CD-ROM SOFTWARE

XBOX

TEEN
T
CONTENT RATED BY
ESRB

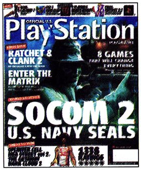
Violence

"THE INCREDIBLE HULK" and "THE HULK" interactive game © 2003 Universal Interactive, Inc. Marvel, "THE INCREDIBLE HULK" and all related comic book characters: TM & © 2003 Marvel Characters, Inc. All rights reserved. www.marvel.com Published and distributed by Universal Interactive, Inc. "THE HULK" Movie © 2003 Universal Studios. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games Logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox, and Xbox logos are either registered trademarks or trademarks in the U.S. and/or other countries and are used under license from Microsoft. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Association.

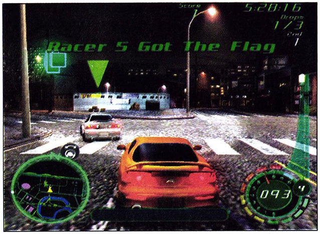
INPUT

Find out what everyone's talking about!

50 The number of unique nicknames you can earn in *NBA Street Vol. 2.*



We're right there with you in terms of SOCOM 2 enthusiasm. "I was literally jumping off the walls when I saw the cover," said David Motta. Cryp, from the OPM message boards stated it more simply, "It looks insane." And there's Mister_Mosquito who believes, "SOCOM 2 looks like the best online game to come out since the original SOCOM."



Online at Midnight

On page 124 of issue 69, you gave the online aspect of *Midnight Club II* a one-star rating, yet above it you said, "Nothing beats the eight player action offered online." I was just wondering if you meant for this to happen, or if it is a misprint.
Rconn14@aol.com

So we messed up. We have been playing *Midnight Club II* online quite a bit (evidenced by page 113). So, we should've given it at least a four. We call that a typo.

Emergency Concern

I was looking at an article on the internet about Xbox 2. It said that PlayStation 3's central processing unit was nothing but a PS1 and PS2 chip combined into one, and the article gave Xbox 2 nothing but compliments. Now, if you knew me, you would know that I love PS2 and despise Xbox, so I thought this information was crap. Based on what you guys at *OPM* have been saying for the past few months, PS3 is going to be a very powerful system due to cell technology and the like. My question isn't which system I should buy in the future, because I already know PS3 is the way to go. My question is, what system do you guys think will be better overall? Do you think PS3 will dominate in sales just like PS2 has?
John Grandits
m_grandits@yahoo.com

Where do people come up with this stuff? In 2006, when the two systems are released, we'll know details. Until then, does it make sense that Sony wouldn't push its technology? If you think it won't, then you're dim.

CONTACT OPM

Snail Mail
OPM
101 Second Street, 8th Floor
San Francisco, CA
94105

E-mail
opm@ziffdavis.com and check us out at www.playstationmagazine.com

Fax
If you need to reach us now
415.547.8777

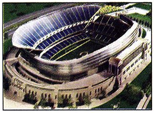
The Other X-2

Is there a death penalty in Japan? If so, Square Enix must be executed immediately for the brutal murder of *Final Fantasy*. With *FFX-2*, Square Enix has rendered the beloved series into nothing more than a plastic and silicone shell of its formerly glorious self. That's all we need. Was the lowest common denominator still too high? Why not throw in some cockfights and mud wrestling while it's at it? I like to think that I recognize the fallibility of humans, and I have found it in my heart to forgive Square for the abominations of *Final Fantasy: The Spirits Within* and *FFX*, (why it got five stars, I'll never know), but making a sequel to its worst game (why not the masterpieces *FFVII* or *FFIX*? Why?!) and then reducing its taste level to that of a *Baywatch* rerun is inhuman. If RPG's were a religion, Square Enix would be strapped to a table, waiting to get intimate with a swinging metal blade.
Kotetsu369@aol.com

Umm, hardcore often equals dork. In your case, especially so! Don't sweat the future of *FF* games. They'll rock everyone's world but yours. Since you're so above getting your world rocked.

Supporting the Soldier

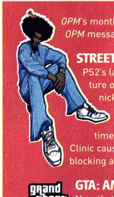
Please, please tell me that the Chicago Bears home stadium in *Madden 2004* is going to be at Soldier Field instead of at the poor excuse for a football stadium they used last year [at University of Illinois]. The real Bears will play its first game at the newly renovated, state-of-the-art Soldier Field the third game of the season against the Green Bay Packers. When I went to the official *Madden 2004* website to get a glimpse at what some of the newly drafted NFL players will look like in the game, it looked like the Bears were not at Soldier Field, so I started to panic.
Wade Hertsel
tait0072000@yahoo.com



Well, stop panicking. It's *Madden*, Wade. Has it *ever* missed a detail? Last year it put the Bears in the University of Illinois stadium. Why wouldn't it switch back? As a Bears fan, your bigger concern is Kordell's interception-to-completion ratio.

GAMERS ARE TALKING ABOUT

From message boards to printed page



OPM's monthly roundup of hot topics, gathered from the OPM message board at gamers.com.

STREET HANDLE

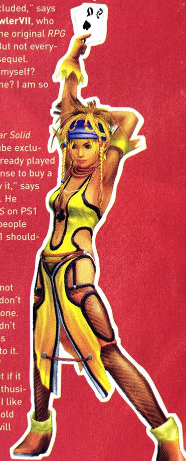
PS2's latest slam dunk, *NBA Street Vol. 2*, has a culture of its own. Ball hard enough and you earn a nickname, so what's yours? **666metal666** wrote, "Mine is Pop cause I pop ankles *and* the net. My bro is Nosebleed cause he spends a lot of time above the rim." **vitamindiaz** says, "Mine is Clinic cause I'm so ill." "I'm UFO, because I'm always blocking a shot or dunking," says **pepsiboy**.

GTA: AMERICANA

Now that *Vice City* has set the cityscape tone by mimicking Miami, **jaundicejuice** wonders about the setting for *GTA4*. He wrote, "Would you like it to take place in '70s Las Vegas (Sin City)? Or Los Angeles in the '60s (City of Lost Angels)?" **KauaiGuy** chooses neither of those, saying, "It should be set in present-day San Francisco/Bay Area, with Oakland as the crime-ridden area you start in, San Francisco as the main urban sprawl, and Marin/Tiburon as the ritzy equivalent of Shoreside Vale." And the most unlikely idea comes from **Arkinum**, who thinks the setting should predate legal boozing: "Early 1900's, Al Capone era. There'll be a bunch of Model T's to steal!"

ROLE YOUR OWN

For those of you with way too much time on your hands, it's time to get excited, it seems, about *RPG Maker 2*. "This is the game for anyone who feels Square or Enix couldn't RPG their way out of a wet paper bag. Granted, it's not going to turn you into Hironobu Sakaguchi overnight but the idea of creating an RPG appeals to a lot of people, myself included," says **edgerunner**. Then there's **NightProwlerVII**, who says, "I can't wait for it. I still have the original *RPG Maker*, and still play it religiously." But not everyone's so blinded by the light of this sequel. **looksocool** says, "Then I could bore myself? Instead of a game company boring me? I am so *not* there."



SNAKE CUBED

It appears the *Metal Gear Solid* remake will be Gamecube exclusive. Here are two reactions. "I've already played *MGS* on PS1, so it would make no sense to buy a GameSquare, umm Cube just to play it," says **birdman316**. **LiquidEagle** disagrees. He wrote, "I don't care if I've played *MGS* on PS1 billions of times. This is something people who even remotely liked *MGS* on PS1 shouldn't miss."

FFX SQUARED

The buzz is starting over *FFX-2*, but not everyone's excited. **Squall8** says, "I don't see why they need to make another one. They never did this before. Plus, I didn't like *FFX* that much anyway." **Jaric6** is more positive, "I'm looking forward to it. It's a bold move. I've been caught off guard by the game's new attitude but if it works, it works." **ShadowLight** is enthusiastic for a different reason, saying, "I like the idea, since I've never played the old *FF* that had the job system. So this will be cool for me to have fun with."

PlayStation 2
NTSC U/C
AKITOSHI KAWAZU Presents
UNLIMITED SaGa
TEEN
T
CONTENT RATED BY
ESRB
SQUARE ENIX

the last thi
you'll se

SWEET GRAPHICS
FOR YOUR BITTER DE

PlayStation 2

DOLBY
SURROUND
PRO LOGIC II

SQUARE ENIX

TEEN
T
CONTENT RATED BY
ESRB

Mild Violence
Suggestive Themes

© 2003 SQUARE ENIX CO., LTD. All Rights Reserved. Image
logo and UNLIMITED SAGA are trademarks of Square Enix Co
registered trademarks of Sony Computer Entertainment Inc.
Digital Software Association. Dolby, Pro Logic, and the double

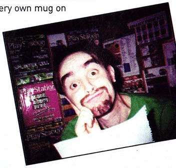
INPUT

Everyone's talking. Listen in—with your eyes!

YOU WAKE UP AT... Speaking of badasses, there may have been a bigger badass than *Fight Club's* Tyler Durden, but there was never a *cooler* badass.

Post-Post-Post-Post-Modernism

Last week, I was sitting on my butt, watching MTV. It was another lame show about real people doing really boring crap. Then, all of a sudden, I saw the March edition of *OPM* flash on the screen during the promo for the next scene! That's when I noticed that this reality program starred *Def Jam: Vendetta* star Method Man with his very own mug on the cover!



I was inspired! I decided to write you this letter with a photo of myself reading this letter, and hopefully I'll be reading a copy of *OPM* with a picture of myself reading the letter that I wrote! Whoa! Brain overload!

Nick Perillo
address withheld

Your wish, Nick, is our command.

Sin City?

Since I beat *GTA: Vice City*, I'm waiting every day for *OPM* to show *GTA4* (I think it's *Sin City*) on the cover. When's the news going to come out about it. And, please, don't tell me it's on Xbox or Gamecube!

Dylan Davis
address withheld

We're going to have to address this, and just so Dylan isn't disappointed, we'll tell you what we know and what we think. What we know is that *GTA4* will be on PS2 only. The exclusivity deal is still good for two more years.

As for what we think, we think the game will not be in Sin City/Las Vegas. Reason being: The landscape really isn't interesting. For our dime, we're guessing it'll be a '70s San Francisco setup because the Bay Area's geography is more than ideal. The hills of San Francisco would make for some killer car chases! Then again, we could be wrong.

Listen Up

Are there any other games coming out that will be using the *SOCOM* headset? I think all online games should allow the use of it (*Resident Evil Online* would rock if you could use it!).

Also, can you make the game reviews in the Reviews section longer? It would be a huge help for choosing games if you did.

slayer103@hotmail.com

The headset will have more uses soon. Lots of games are going to have voice chat (*Madden*, for one). So clean the wax off the ear hole, will ya?

As for the length of our reviews, we give and we give and still you want more. Well, forget it. How do you like them apples? Instead, to curry your favor, we'll make them better. For you.

More Scantily Clad, Please

In the May 2003 issue of *OPM* (Issue 68), I found conflicting letters written by loyal readers. The first involved Christy Miller who was complaining about the overwhelming amount of "hot chicks" in the magazine. She said she felt "bombarded" by the pictures. Later on, I read the letter of a male reader who was claiming how cartoon women, or the female characters in games, were hot. I came to a realization.

These pictures of "hot chicks" are not as abundant as Christy would like us to believe. If, in fact, there have been an overwhelming number of these pictures, I don't believe that the male readers would focus their attention on the fictional females. Rather, they would most likely speak about the nonfictional chicks.

I claim that there must be a lack of pictures of hot women in the magazine. The only way to rectify this huge mistake would be to double or triple the pictures of women. It is a necessity to supply the male readers with a healthy dose of hot chicks. This way, rather than giving too much attention to women they will never have because they are computer creations, the male readers can focus on women who they will practically never have, such as celebrities. I thank you in advance for remedying this situation.

Christopher Johnson
Naperville, IL

Sometimes we make up our minds about things, and then someone changes them. Christopher, you, our new friend, are a winner with a slick pen.

QUICK HITS

SCARY MOVIE

I remember hearing something about a *Fatal Frame* movie in the works. Is it still being made or has it been cancelled?

Beccabear51088
@aol.com

Google "*Fatal Frame* movie" for updates. It's coming. Just not for a long while.

SOCOM OFFLINE

If *SOCOM* were an offline-only game, would you still give it a perfect score?

Angela Kettle
angela.kettle
@nf.sympatico.ca

Honestly, it wouldn't have scored higher than a four. Online is where it's at!

WE LOVE YORDA

I just can't wait until *Ico 2* comes out. So, could you do me a favor and tell me how long I "can't wait" until *Ico 2* comes out?

DeusexsMachina
@aol.com

We're guessing here, but our guess is all edumacated-like: Look for it in early 2004.

SAM VS. SNAKE

I have one point to bring into the Sam Fisher vs. Solid Snake debate. Obviously, Sam wins since he has *one* advanced tactic that the NSA taught him. It's something so secretive and advanced that it must be beyond Fox Hound's training and Snake's personal abilities...he can jump.

Todd Weltz
todd.weltz@
sheridanc.on.ca

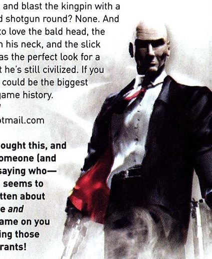
Ouch. Good one.

The Badassest With the Mostest

As I was reading a letter on badass game characters in the May issue of *OPM*, I thought to myself, there must be a badasser (is that even a word?) character than some hot chick from *Xenosaga*.

For a while, I thought about all the great ones I have played as. I came up with a few—Solid Snake, Sam Fisher, Tommy Vercetti, Lara Croft—but all fell short of *the* most badass character of any recent videogame, Agent 47, the star of *Hitman: Codename 47* and *Hitman 2: Silent Assassin.* He is, in my opinion, the badassest (again, is that a word?) character ever. Who else can strangle a postman, steal his costume (complete with flowers), infiltrate a mafia compound, and blast the kingpin with a well-placed shotgun round? None. And you've got to love the bald head, the bar code on his neck, and the slick duds. He has the perfect look for a badass, but he's still civilized. If you ask me, 47 could be the biggest badass in game history.

Jonathan CW
logik23@hotmail.com



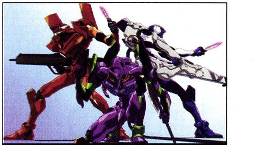
We've rethought this, and we think someone (and we're not saying who—Jonathan!) seems to have forgotten about both Cookie *and* Cream. Shame on you for forgetting those two PS2 tyrants!

Anime-zing Games? Not Quite

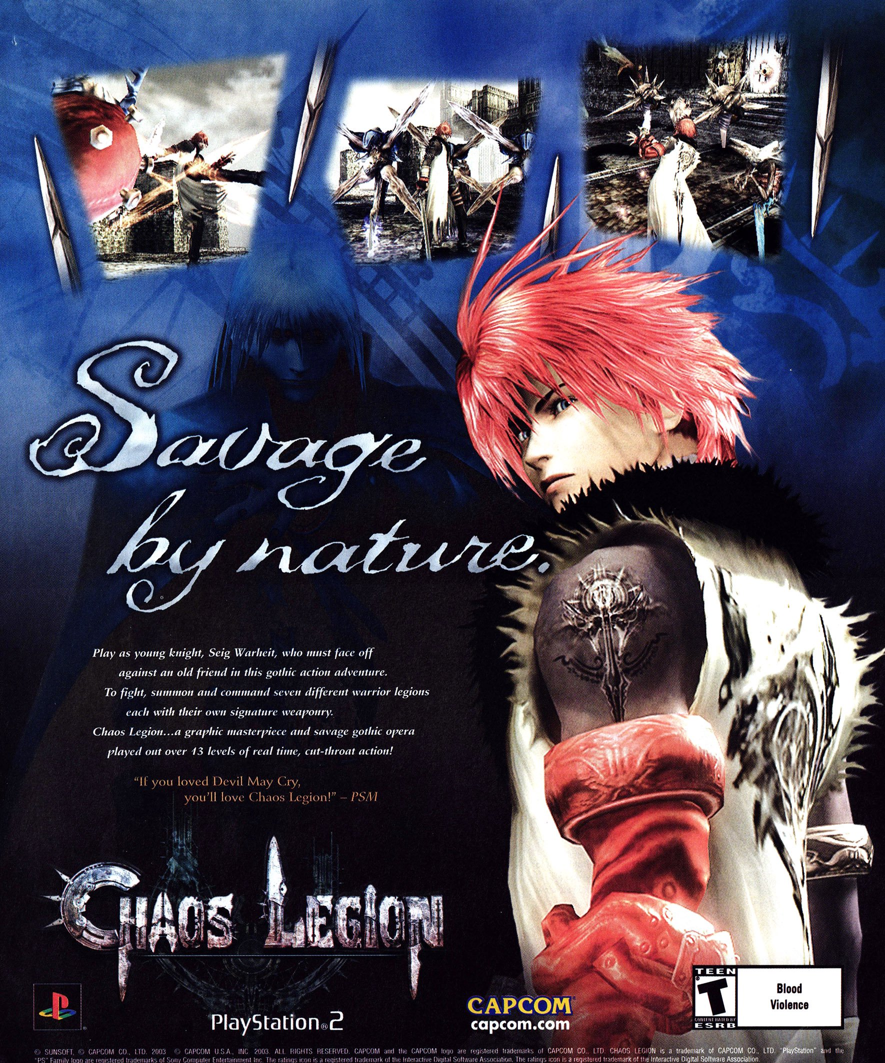
I'm a big anime fan. I love *Rurouni Kenshin*, *Trigun*, *Neon Genesis*, *Yu Yu Hakusho*, *Bubblegum Crisis*, and *Cowboy Bebop*. Has anyone made games of these?

AL
SuperMario45M@aol.com

You want the long answer from our anime guy? Done. 1) They made a *Rurouni Kenshin* game for PS1, a 3D fighter. It was really bad. 2) They made a *Cowboy Bebop* game for PS1, a 3D shooter. It was really bad. 3) There were 8-bit *Bubblegum Crisis* games for NES and PC-Engine. Those were really, really bad. 4) There was a *Neon Genesis Evangelion* game for Nintendo 64, which was nothing short of god-awful, as well as some Japanese PC games based on the series, which were horrifically poor. Also, they're bringing out the *Rei Ayanami Princess Maker* knockoff for PS2 in a little while, but you don't want to touch that with a 10-foot pole. 5) Treasure made a *Yu Yu Hakusho* game for Mega Drive in Japan, which was brilliant in its time. You'll never get to play it, though. 6) Red Entertainment and Sega have a *Trigun* game in the works for an unspecified console—it was announced at Game Jam last year. To be honest, the odds aren't good.



Neon Genesis Evangelion


Savage by nature.

Play as young knight, Seig Warheit, who must face off against an old friend in this gothic action adventure. To fight, summon and command seven different warrior legions each with their own signature weaponry. Chaos Legion…a graphic masterpiece and savage gothic opera played out over 13 levels of real time, cut-throat action!

"If you loved Devil May Cry,
you'll love Chaos Legion!" – *PSM*

CHAOS LEGION

PlayStation®2

CAPCOM
capcom.com

TEEN
T
CONTENT RATED BY
ESRB

Blood
Violence

© SUNSOFT, © CAPCOM CO., LTD. 2003 © CAPCOM U.S.A., INC 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. CHAOS LEGION is a trademark of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. The ratings icon is a registered trademark of the Interactive Digital Software Association.

INPUT

You write in with your blabbity, blabbity blah, and we respond.

www.hotornot.com
It's a shameful site where others rate (on a curve) how attractive you are. We did it in *OPM* awhile back and C-Bake scored a pretty hot 8.3!

Exclusively Lesser

I was wondering how come every time a company makes a game that is supposed to be an Xbox-only game, it comes out on PS2 and has more features than the original Xbox version.

Sandra Antczak
sandy23008@sbcglobal.net

Ahh, you've deciphered the great hoax of exclusivity. Basically, teams making games need to make the game saleable all over again. So they add in new goods. A bonus for us!

A Game With Substance

Ten Ways to Know If You Have *Metal Gear* Fever

1) You sneak around school holding your hand to your ear like you're receiving a codec call.
2) You can imitate the ruggedness of Snake's voice.
3) You know the real name of the actors voicing the characters.
4) You have dreams at night about Rose.
5) You spend hours comparing Rose to your girlfriend.
6) Your girlfriend dumps you because you spend more time playing *Metal Gear Solid 2* than you spend with her (not to mention the Rose comparisons).
7) You have read the "previous story" sections in *Metal Gear Solid 2* more than three times.
8) You leave your PS2 running with *MGS2* already in it so you can play as soon as you want.
9) Instead of listening to normal music, you spend all of your time decoding the main *MGS2* theme to MIDI format.
10) You spend three-plus hours on *MGS2* a day.

These are all symptoms I have. The only cure in my mind will be the next *Metal Gear* game.

Tyler C.
tylerc161@hotmail.com

Can we, maybe, appease you with shots of *Snake Eater* (forgive the title, for they have sinned), on page 56 of Previews?

Unaverted Crisis

I have a huge problem! I *love* the *Dino Crisis* series and have played the first two on my PlayStation (now PS2) a lot. Then, I heard that the third will be on Xbox, and Xbox only! My heart shattered into little bitty bits! Oh, *OPM*, please say it is only exclusive for a little bit! Or maybe another will come out soon?

George Graham
ShakespeareG@msn.com

Your heart, it seems, will remain shattered. *Dino Crisis* is staying Xbox only. But hey, we did get *Grand Theft Auto* exclusivity. A trade we'll definitely take.

Two For Kri?

I wonder if *The Mark of Kri* will come out with a sequel? The end throws out a little hint that another one might come out. If that is the case, it could make room for the little sister to jump in the fight to protect her mark. What do you think? Is there a sequel in the works? I think the last game was good, so with a little more work, the sequel could be great!

Carlos "Beto" Mendez
mendez603@yahoo.com

You've asked the question on the tip of every gamer's tongue! But...no. It sold like crap. You should've bought more copies.

Write Right

I have been a great fan of your magazine for a while and my friend thinks that you make up the letters that you print in *OPM*. I don't think that at all. But I want to prove to my friend that you are not like that. So could you show him that you really get these letters by printing this? You can settle a long fight between us two.

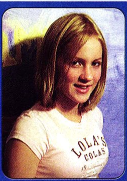
Marcus Toji
skip_to_my_lou_4343@hotmail.com

Ask your friend this: If he had the choice between writing fake letters or playing an unlimited number of PS2 games, what would he do? Exactly.

ASK US ANYTHING!

All the questions that are fit to print

HOT OR NOT?



Q. This is a picture of my friend Emily. She thinks she's ugly, and I disagree. We made a bet that if I could get more people to say she was pretty than people say she was ugly then she would change her IM name (it's currently "the ugly one"). So be honest (and by honest, I mean tell her she's beautiful).

Julian Bishop
randomjb@msn.com

A. We're pretty particular about our ladies, but let Em know that she is mos' def beautiful. Although our term for it her would be supercute.

ERRONEOUSNESS

Q. What is a disc read error, and how do you fix it?
Leonhart831@aol.com

A. It means your PS2 is having problems reading the disc. Try wiping the disc with a chamois cloth, and if that doesn't work, try another game. If that game doesn't work, your PS2 might be dying.

BURN BABY BURN?

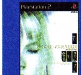
Does the updated PS2 have a CD burner?
Eminem2788@aol.com

A. Umm, no.

CONTEST ALERT

I was wondering if you guys could put contests in your magazine so we can win free stuff, games included.
Aanthny88m@aol.com

A. Sure! Contest No. 1: Revive Aeris!



SO BAD IT'S SCARY

What the hell happened to ***Phase Paradox*** and all the other survival-horror games that were going to be released in PS2's first year?
METALIVE@aol.com

A. You remember *Phase Paradox*? Wowser. Well, it was crap so it never came here. Simple as that.

YOU'LL HAVE TO PAY, PAL, TO PLAY PAL

I want to buy ***WRC II Extreme*** from Europe, but I'm not sure if it will work on my PS2. My friend said I just need an adapter for my television, but I want to make sure. So will it?

Rob Congdon

A. It won't work. Not only would you need an adapter, but you'd need a European PS2. Save money by waiting for the U.S. version of *WRC*. It should be announced within the next few months (maybe even at E3!).

ARE YOU ONLINE WHEN YOU'RE ONLINE?

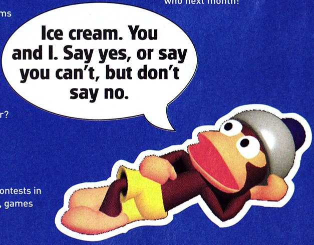
Q. Is there a way to have the Internet connection for PS2 hooked up through the phone line and still be able to use the phone while connected without getting another phone line?
hollering4@ameritech.net

A. Umm, what? We think the answer to your very confusing question is no, you can't. If you're online playing PS2, you *can't* use your phone. If your PS2 is plugged in, but not online, you *can* use your phone. Did we really bother answering that?

QUICK FIRE

Q. 1) When will *Ape Escape 2* come out? I need it! 2) If you had to buy another system, what would it be? 3) Who's the best gamer at *OPM*? 4) Did you guys ever think of quitting *OPM* and making a game? P.S. I'm 13.
TerranWraith3@aol.com

A. 1) Now. Get it. 2) Sega Genesis. 3) The best? Arguable, but Chris Baker's definitely the worst! 4) Well, in fact, yes. One of us. Find out who next month!

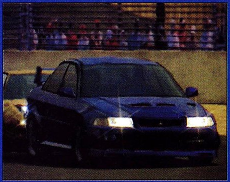

Ice cream. You and I. Say yes, or say you can't, but don't say no.

IN THE YEAR 2000

Q. Where can I find *Gran Turismo 2000*? I can't find it nowhere!

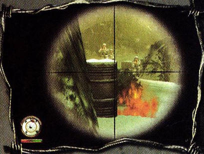
Jeremy Beck
Shelbyville, IL

A. You've likely played it. It was renamed. It's now known as *GT3: A-spec*. Heard of it?

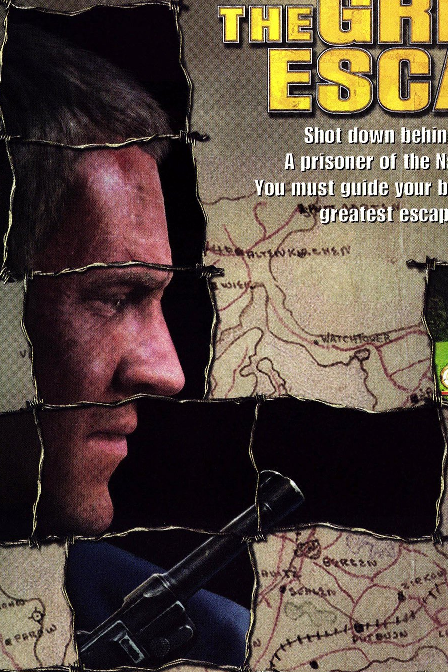


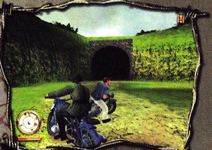
THE GREAT ESCAPE™

**Shot down behind enemy lines.
A prisoner of the Nazi war machine.
You must guide your band of heroes in the
greatest escape in history.**

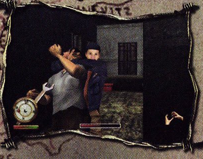


Strike at the Reich with an authentic WWII arsenal.





Comandeer motorcycles, jeeps, and other military vehicles as you speed to freedom!



Attack from the shadows as you sneak past Nazi guards and the Gestapo.

PlayStation 2

XBOX

PC

MGM INTERACTIVE

GOTHAM GAMES

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

THE GREAT ESCAPE Interactive Game (certain audiovisual components) TM & © 2003 Metro-Goldwyn-Mayer Studios Inc. THE GREAT ESCAPE Motion Picture © 1963 Metro-Goldwyn-Mayer Studios Inc. THE GREAT ESCAPE Interactive Game (software) © 2003 SCi Games Limited, developed by Pivotal Games Limited. Steve McQueen TM Licensed by Chadwick McQueen and The Terry McQueen Testamentary Trust Represented by The Roger Richmond Agency, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive Software, Inc. 2003 Take-Two Interactive, Inc. ALL RIGHTS RESERVED.

SPIN

News, views, opinion, wit, and wisdom.

GRAN

INSIDE SPIN

Your guide to everything PlayStation

26 **Day Planner**
Every day, in every way, I will become a better gamer. Every day, in every way ...

28 **Mastermind**
The man behind *Marble Madness* has helped make millions of gamers happy.

32 **Class in Session**
Go to school. Study hard. Get a degree. Make videogames for a living.

40 **Bond Is Back**
The world's greatest secret agent returns with a whole new bag of tricks.

44 **Rock the Cradle**
Lara's game may be a temporary bust, but the new movie is shaping up just fine.

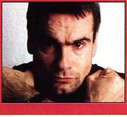
48 **Summer Lovin'**
A dozen top rental picks to get you through those dog days of summer.

50 **DVD Reviews**
Because your PS2 plays more than just games. Plus: anime coverage!

Solberg
Mills
IMPREZA
SUBARU
STi performance
MOTUL
PIRELLI
S40 WRT
PIRELLI

YES...
...this is a screen shot.
We didn't believe it at first either.

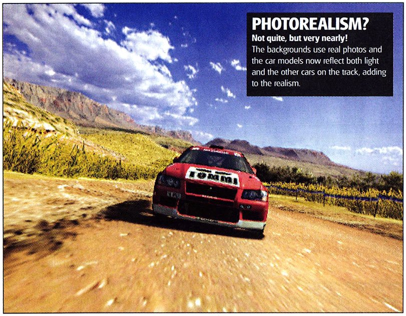
30
EVOLVED
Ridge Racer returns
Trying to take on Turismo


41
PUMPED
Henry Rollins is a busy man
He's also a videogame star

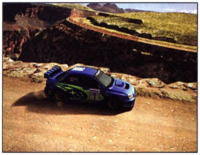
46
FINALLY!
Sonic spins his way onto PS2
And he's brought his pals along

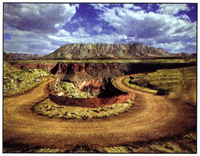
TURISMO 4

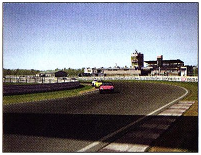
SCEA says it's the "drive of your life." They're not kidding

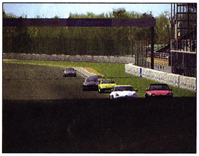


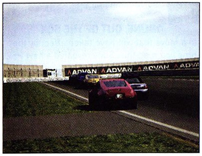
PHOTOREALISM?
Not quite, but very nearly!
The backgrounds use real photos and the car models now reflect both light and the other cars on the track, adding to the realism.

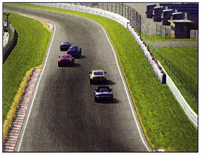


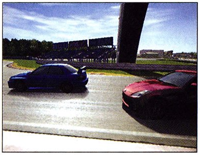


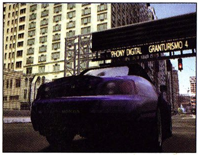












We knew *Gran Turismo 4* would be unveiled at this year's E3, but we were hardly prepared for the degree to which it's been improved over the previous games. Every facet of the technology has been overhauled, with new handling physics, car models, tracks, and artificial intelligence (no more stupid computer cars ramming you from behind!) rounding out what was almost certainly the PS2 "game of the show."

SCEA rolled out new information during a series of events, revealing new pieces of information that whipped gamers (and *OPM* editors) into a frenzy of anticipation. Playable code on the show floor revealed some obvious details about the game (namely that it looks absolutely goi-geous), but many of the specific details are still somewhat secret. A session with series creator and Polyphony Digital President Kazunori Yamauchi revealed that many aspects of the game are still und subject to change due to licensing agr

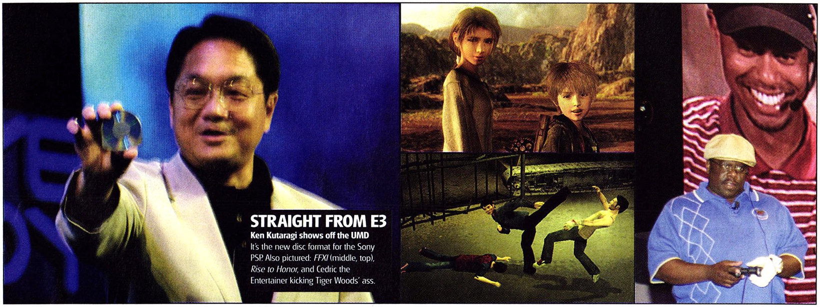
Still, what has been reveal about. More than 500 cars wi modern and classic historica asphalt lunacy. The version w from a Honda NSX-R racing Surprises came in the shape SSR pickup, a classic Chevel Why you'd want to race a Vib goes some way toward repre team is going for with this ga

Another impressive stat is will be on offer. You'll have th

courses across a variety of modes, and early versions shown at E3 ably demonstrated the incredible use of photorealistic textures that make things look super-real.

You're the man now, dog.

MUSICAL MAESTROS
Harmonix, the team behind *Karaoke Revolution,* also developed *Frequency* and *Amplitude.*



STRAIGHT FROM E3
Ken Kutaragi shows off the UMD
It's the new disc format for the Sony PSP. Also pictured: *FFXI* (middle, top), *Rise to Honor,* and Cedric the Entertainer kicking Tiger Woods' ass.

I WANT MY PSP

At E3, Sony unveiled a new portable system. Then it stole Nintendo's lunch

Sony's E3 press conference is always a spectacle, with major announcements and special celebrity guest appearances. This year was no exception—check out these highlights.

A NEW PORTABLE PLATFORM!

Ken Kutaragi, "father of the PlayStation," introduced his "new baby." Called PSP (for PlayStation Portable), the platform will be Sony's direct attack on Nintendo's GameBoy Advance—and a whole lot more. Not only will it feature a 32-bit engine to display better-looking games than the GBA can deliver, but it will also host a collection of technical gadgetry that makes it an all-in-one portable entertainment platform. "This is the Walkman of the 21st century," claimed Kutaragi.

> **"This is a new baby to the PlayStation brand. And he is very cute."** **–Ken Kutaragi, talking about PSP**

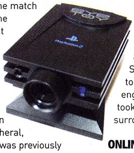
The PSP will use a new high-capacity optical disc known as the Universal Media Disc (UMD). These proprietary 60mm discs—half the diameter of a DVD—hold up to 1.8GB of data (roughly three times that of a CD-ROM). The PSP also sports a USB 2.0 port to connect to a variety of devices (including PCs and the PS2), and a port for saving data onto Sony Memory Sticks.

The PSP's display will be a backlit 480x272-pixel widescreen LCD. The system will use a rechargeable battery as its power source. PSP will also support MPEG4-encoded video, possibly allowing for full-length DVD-quality movies to be displayed. The PSP is slated to hit the market before the end of 2004, to celebrate the 10th anniversary of the PlayStation.

EA GOES ONLINE ONLY ON PS2

If you want to play your EA Sports games online, you have to own a PS2. Electronic Arts announced that it would feature its sports games online exclusively for the PS2, including *FIFA Soccer 2004*, *Madden NFL 2004*, *NASCAR Thunder 2004*, *NBA Live 2004*, and *NCAA Football 2004*.

The highlight of EA's demonstration came when Tiger Woods (in Florida) faced off against Cedric the Entertainer (live onstage at the Sony briefing) in an online match of *Tiger Woods 2004*. Much to the delight of everyone, Cedric beat Tiger. Tiger then hailed him as "the man."



EYETOY FOR THE U.S.

Much to our surprise (and everyone else's), SCEA announced that the EyeToy is on its way to the States! The peripheral, which we featured on page 31, was previously announced for the European market only, but now we'll be able to join in on the wacky fun.

HARD DRIVE AND FINAL FANTASY XI...FINALLY

It's official: *Final Fantasy XI* and the PS2 hard drive will be released in the first quarter of 2004. SCEA revealed that it will publish the game in the United States, possibly allowing for a bundle of the game with the hard drive.

GTA STAYS EXCLUSIVE

Though we have no idea when the game will hit, the next *Grand Theft Auto* will be found exclusively on the PS2. And that's reason to be very happy indeed.

JET LI KICKS ASS

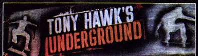
One of Sony's coolest presentations was *Rise to Honor*, the action game starring Jet Li. Showing off the title's highly touted 360-degree fighting engine, the virtual Jet frantically took on hoards of enemies surrounding him.

ONLINE, OUT OF THE BOX

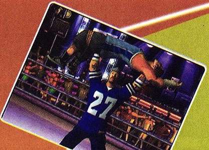
In a move that will have taken effect by the time you read this, Sony revealed a new PS2 hardware package to debut in June. The PS2 will now come with the Network Adaptor, making the PS2 online compatible out of the box. Additionally, the PS2 hardware has been reconfigured, and will now offer progressive-scan DVD playback, an IR port for the remote control, a fan that's 30 percent quieter, and more. The new PS2 will retail for exactly the same price as the previous one: $200. Because of this, prices on the remaining older systems have fallen to the $170 range.

Tony Hawk Goes Underground

Activision has revealed the next *Tony Hawk*! Breaking the mold of its landmark skating series, *Tony Hawk's Underground* now lets you play as yourself by downloading a digital photo of your face and mapping it onto a custom-created character. The familiar pros are still there, but they're supporting characters whereas you're the star. The kicker, though? In a move likely inspired by the *GTA* series, you can now explore massive areas—and not just on a board. Run down alleys, go hand-over-hand along ledges, and even drive a car.



PLAY OUTSIDE THE BOX!



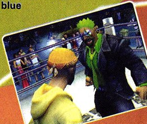
NOT YOUR ORDINARY

GAME

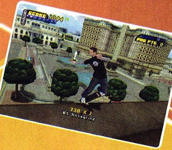
DEF JAM: VENDETTA PS2/GC

Three parts brawler and one part hip-hop video, Def Jam: Vendetta is clearly one of the most unique wrestling games available. Here, you've got a wrestler that puts gameplay before pageantry, offers action in place of entrance videos, and prizes super-sized special moves over the all-flair-but-no-pain People's Elbow. Plus, there's a story. And while the story isn't Pulitzer-worthy, it'll keep you battling through to the finale. The action starts with you picking a hero who's returning to his old stomping ground to help out an old friend who owes a dangerous man some money. His life's in danger, and since your old pal can't fight, you're drawn into an underground fight-club atmosphere ruled by money, power, gold chains, and cornrows. While the machismo gets laid on thick, it all works together here. After all, this game's backed by a rap label. The Def Jam crew members are the villains, with each artist acting as a boss. As you climb the ranks in Story mode and struggle to get the girl (well, girls—there's more than one), you'll earn cash, which you can use to buy attribute upgrades. There's all kinds of other stuff to unlock, too: new fighters (39 in all), stages, and even swank Phat farm threads, in case your wardrobe is low on powder blue track suits.

TEEN T CONTENT RATED BY ESRB



BREAK OUT OF
Nestlé
Butterfinger
THE ORDINARY



BREAK OUT

TRICKS

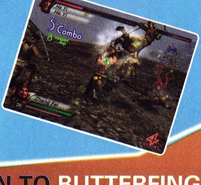
DYNASTY WARRIORS 4 PS2

GET THE ECLIPSE
Under the hard difficulty play the Hu Lao Gate level on the Allied Forces side. You must have a level 9 Star Pike. Defeat Lu Bu to get the weapon. You can get this weapon in Free Mode.

GET THE PHOENIX TAIL
At the Yellow Turban Fortress, as the Allied Forces under the hard difficulty setting, kill the following in this order: He Yi, Pei Yaun Shao, and Chen Yaunzhi. You must complete killing them in under six minutes. The weapon will have +54 attack power and at Level 9.

GET THE CHARGE BRACER
Play the Sun Jian Invasion Battle Level on Yuan Shao's side. Before the enemy backup troops arrive, enter the castle from the top. A supply team will appear to the south of the castle. If you defeat the Supply Captain of the Supply Team, you will get the Charge Bracer.

TEEN T CONTENT RATED BY ESRB



SWEET

CODES

TONY HAWK'S PRO SKATER® 4

PS2/XBOX/GC

MASTER CODE
Enter the options menu, then select "Cheats." Enter **watch_me_xplode** to unlock all cheats.

UNLOCK HIDDEN SKATERS
Enter the options menu, then select "Cheats." Enter **homielist** to unlock Mike Vallely and other secret skaters.

TEEN T CONTENT RATED BY ESRB

DARE TO LOG ON TO BUTTERFINGER.COM

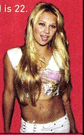
Nestlé and Butterfinger are trademarks at Nestlé. Def Jam: Vendetta is published by Electronic Arts, Inc. ©2003 Electronic Arts, Inc. Def Jam and Def Jam VENDETTA and all associated logos and marks are used under license from DJR Holdings, LLC and The Island Def Jam Music Group, a division of UMG Recordings, Inc. Phat Farm is the property of Phat Fashions, LLC and is used under license. Dynasty Warriors 4™ is a trademark of KOEI Co., Ltd. ©2003 KOEI Co., Ltd. All rights reserved. Tony Hawk's Pro Skater 4 is published and distributed by Activision Publishing, Inc ©1999-2002 Activision, Inc. and its affiliates. Activision and Pro Skater are registered trademarks, and Activision 02 and Sports Revolution are trademarks of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. All other trademarks and tradenames are property of their respective owners.

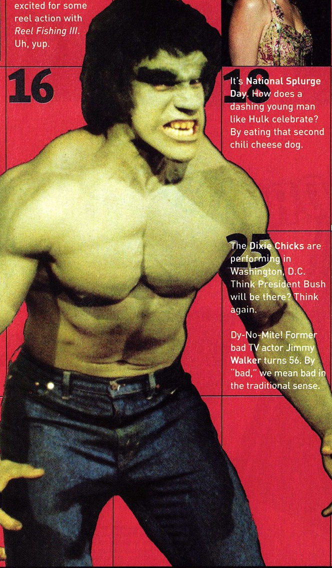
It's national dairy month!

www.cosplay.com
Do you engage in cosplay? If you do, you probably already know about this site. If not, go see what you're missing.

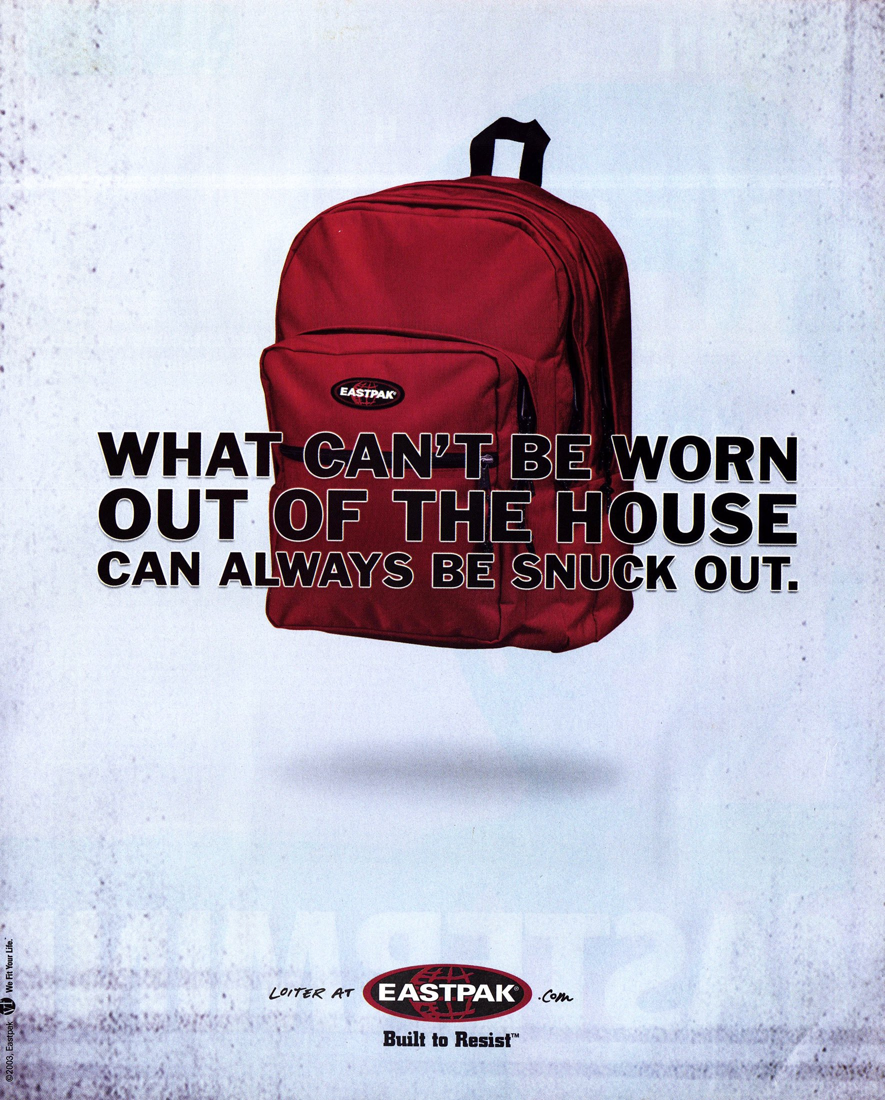
DATEBOOK

JUNE 2K3

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1 June is known for many things: the beginning of summer, the longest day of the year—and, of course, **Turkey Lovers' month.** 		**3** *The Animatrix* is on DVD today! Other cool (but not *as* cool) releases include: ***About Schmidt, Die Another Day, The Incredible Hulk TV Series***, and our fave, ***The Ben Stiller Show***. ***T2: Extreme DVD*** is out, too, but you already have it.	**4** Celebrate **Angelina Jolie**'s birthday by getting a tattoo designed to ward off men with two first names.		**6** Will ***2 Fast 2 Furious*** be able to live up to the original without videogame producer Vin Diesel? It will probably be better.	**7** Baby got backhand. **Anna Kournikova** (sigh) is 22. 
8 Hey, it's **Fireworks Safety Month**. Put down that M-80 and boot up some ***Fantavision***. 	**9** Not many anticipated games come out this month. Unless you're looking forward to ***Reel Fishing III***, due tomorrow. If so, you'd be real excited for some reel action with *Reel Fishing III*. Uh, yup.	**10** Would the Hulk have a shot with **Elizabeth Hurley**? Maybe if she's feeling a bit vulnerable about turning 38 today.		**12**	**13** *Dumb and Dumber* ranks as one of *OPM*'s favorite comedies ever. Still, we're pretty sure that ***When Lloyd Met Harry: Dumb and Dumberer*** is just plain rank. 	**14** **Flag Day** It's Reviews Editor **Joe Rybicki**'s birthday. He likes *New Model Army* T-shirts, playing chess, and eating Spam.
15 Tell your pop that he's tops. Buy him ***The Italian Job*** for PS2. 	**16**		**18** It's **National Splurge Day**. How does a dashing young man like Hulk celebrate? By eating that second chili cheese dog.	**19** **Vans Warped Tour '03** featuring Andrew W.K. starts up in Idaho. Rumor has it that he likes to party! 	**20** **POP QUIZ** You want to go see ***The Hulk***. Your lady wants to see ***Alex & Emma***, starring Kate Hudson. *What do you do?* Answer: Get angry and SMASH!!	**21** **FanimeCon 2003**, June 20–22, Santa Clara Convention Center. Will there be cosplay? Hell, yes!!
			25 The **Dixie Chicks** are performing in Washington, D.C. Think President Bush will be there? Think again. Dy-No-Mite! Former bad TV actor **Jimmy Walker** turns 56. By "bad," we mean bad in the traditional sense.	**26** CBS chose this date in 1951 to broadcast its first color program—even though no color televisions had been sold to the public yet! Can you imagine if Sony decided to start selling games for PS3 right now?	**27** Sure, ***Charlie's Angels: Full Throttle*** has plenty of hotties and cool action sequences. But we're really excited because Crispin Glover (*Willard*) is back and creepier than ever. 	**28** **Ozzfest** kicks off in San Antonio, Texas. Check **www.ozzfest.com** to see if the oversaturated TV star/washed-up rocker will be in your area.

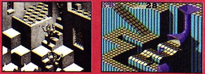


Ozzy, Kournikova, Hurley photos from wireimage.com



WHAT CAN'T BE WORN
OUT OF THE HOUSE
CAN ALWAYS BE SNUCK OUT.
EASTPAK
LOITER AT EASTPAK .com
Built to Resist™

©2003, Eastpak VF We Fit Your Life.®



SEE THE RESEMBLANCE? On the left is Escher's *Cycle*, and on the right is *Marble Madness*.

MASTERMIND

Having joined Atari at 17, Mark Cerny has been a creative force in this industry for more than 20 years. He was the mastermind behind *Marble Madness* when he was merely 19. He founded Sega Technical Institute, Sega's U.S. development studio, and played an important role on big projects like *Sonic the Hedgehog 2*. He served as president of Universal Interactive. But in order to return to his game-design roots, he created his own studio, Cerny Games. Since then, he's been a design consultant on the *Crash*, *Spyro*, *Jak*, and *Ratchet* series. We pulled him away from his work on *Jak II* and *Ratchet 2* to chat with us.

> **"Once you've had the rush you get from seeing the completed version of the game you worked on, it's hard to imagine a life without that feeling."**

Do you ever think about making a new *Marble Madness*?
I'd love to! Unfortunately, I never had the rights, and after a long chain of deals, they ended up at Infogrames, along with the Atari brand.

We understand *Marble Madness'* visual style was inspired by M.C. Escher.
Escher was fairly unknown in the States until the Vorpal Gallery in San Francisco began featuring him in its exhibits, starting around 1968. My parents saw his works at this gallery, were amazed by them, and ended up purchasing four of his lithographs over the years. I grew up looking at his art.

Can you tell us about how you reassembled Sonic Team in the U.S.?
For whatever reason, Sonic Team was disbanded after the first *Sonic* was completed. The game was created at Sega in Tokyo, and once it was finished, Hirokazu Yasuhara (the lead designer) was transferred to the STI. Yuji Naka, who was the team leader and lead programmer, actually quit Sega of Japan at about this time—he was underpaid and underappreciated to an extreme degree. On my next trip out to Tokyo, I talked him into joining Sega of America instead, where pay could be based on merit rather than seniority.

Hirokazu Yasuhara now works for Naughty Dog. What's it like to be teamed with him again?
Yasuhara is fantastically creative, and a very nice guy. He's the only designer at Naughty Dog lucky enough to be able to work strictly on level layouts.

Do you ever get confused working on two platform games at once?
It's certainly a lot easier to work on two games if my role on one project is different from my role on the other. For example, my work on *Jak and Daxter* was mostly technology, and my role on *Ratchet & Clank* was mostly design.

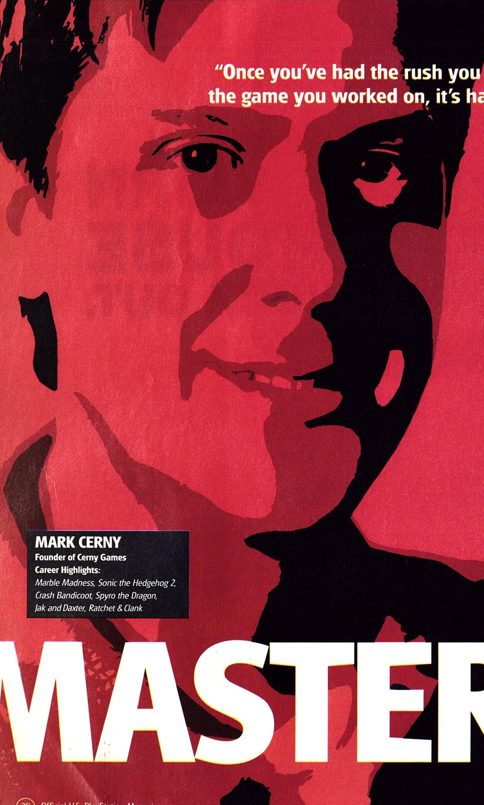
***Ratchet & Clank* and *Jak and Daxter* both have humor. What's the key to creating a funny game?**
It's strange, but Naughty Dog and Insomniac don't appreciate each other's humor. I can show off an early burn of one of the games to the other team, and get a deadpan response. So I guess there are many types of humor.

If you could make a game without worrying about sales, what would it be?
I'd like to go back to the world of *Marble Madness* and create an adventure game: a philosophical quest where our hero, a marble, searches for the answers to the truly big questions, such as, "Why does evil exist?"

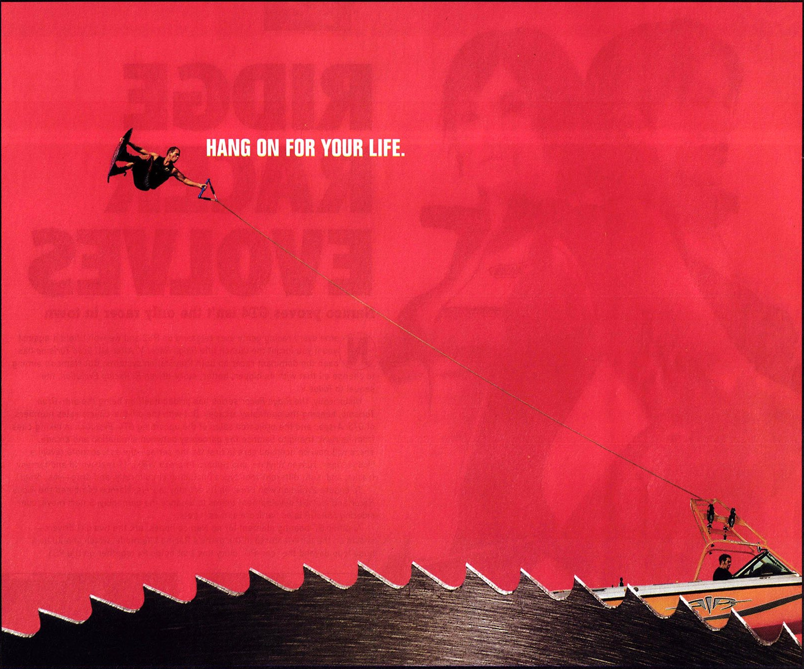
Of all the characters you've worked with, which is your favorite?
Crash was the best—a character immediately appealing to anyone.

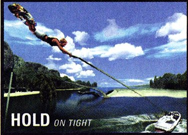
If you weren't making games right now, what would you be doing?
Maybe some sort of hobbyist programming? Once you've had the rush you get from seeing the completed version of the game you worked on, it's hard to imagine a life without that feeling.

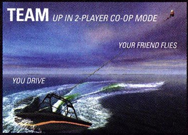
Are there any games that you wish you could redo nowadays?
It sure would be fun to play with 3D glasses again. We made glasses with liquid-crystal shutters for the Sega Master System in the 1980s, where the graphics seemingly leapt off the screen. Imagine what we could do with the technology available today!

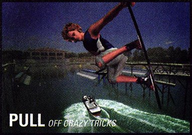


MARK CERNY
Founder of Cerny Games
Career Highlights:
Marble Madness, Sonic the Hedgehog 2, Crash Bandicoot, Spyro the Dragon, Jak and Daxter, Ratchet & Clank


HANG ON FOR YOUR LIFE.







WAKEBOARDING
UNLEASHED™ FEATURING SHAUN MURRAY

Water moves. Screenshots don't. For the real experience, check out ***www.wakeboardingunleashed.com***

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief

PlayStation®2

XBOX

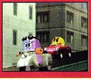
shaba

AT&T Wireless

ACTIVISION O2™
SPORTS REVOLUTION™
ACTIVISIONO2.COM

© 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 02, Sports Revolution and Wakeboarding Unleashed are trademarks of Activision, Inc. and its affiliates. All rights reserved. Shaun Murray is a trademark of Shaun Murray. Developed by Shaba Games, LLC. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. All rights reserved. Licensed for play on the PlayStation®2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

Cars and girls.
What more
could you want?



RIDGE RACER V EASTER EGG
Race 1,500 miles (that's a lotta, lotta gaming time) and you'll open up the Pac-Man Grand Prix.

RIDGE RACER EVOLVES

Namco proves GT4 isn't the only racer in town

Name every racing game ever released on PS2 and we won't hold it against you if you forget the launch title *Ridge Racer V*. After all, *Gran Turismo* has been the dominant racer on both PlayStation systems. But Namco's aiming to change all that with its hipper, hotter, story-driven *R: Racing Evolution*, the sequel to *Ridge V*.

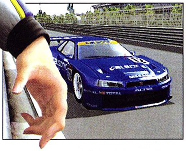
Historically, the *Ridge Racer* series has prided itself on being the anti–*Gran Turismo*, keeping the gameplay arcadey. But with the off-the-charts sales numbers of *GT3: A-spec* and the projected sales of the upcoming *GT4*, *Evolution* is taking cues from its rival, trying to balance the gameplay between simulation and arcade. There will now be licensed cars (a first for the series—the screenshots reveal a Dodge Viper, Nissan Skyline, and Subaru Impreza WRX), 11 real-world and fantasy tracks, and eight different race types (including circuit, rally, and drag—yes, drag!).

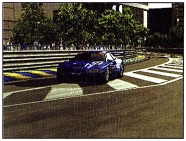
To ensure *Evolution* won't rest on its arcadey laurels, Namco combined the *Ridge Racer* and *MotoGP* development teams to balance the gameplay. Smart move, considering *MotoGP* is as hardcore sim as it gets.

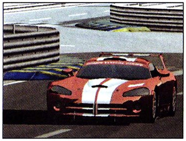
Another *GT*-beating element (or so Namco hopes) are the two girl drivers—shown on the left—featured in the game's Racing Life mode, which should be a huge leap beyond the "car-PG" story line that holds *R4* together on the PS1.

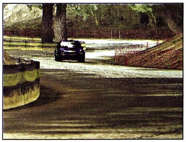
G.CAVALLI
SHOEI
namco
R.Hayami

RINA AND GINA
Namco's new speedy babes
They're fierce competitors.
And they don't play nice.

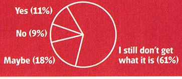








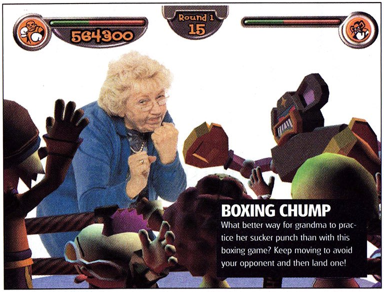
OPM POLL
Would you buy the EyeToy if it was released in the U.S.?



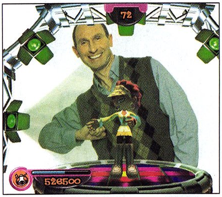
SONY TOYS AROUND

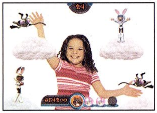
Is this the future of gaming? We'll see about that...

It's a unique concept that's finally coming to fruition...but will people care? This summer, Sony finally launches its EyeToy in Europe. What's the EyeToy? A digital camera that interfaces with the PS2, it sits atop your television and translates your movements into a game. The potential is there—just imagine a *Harry Potter* game in which you can wave an actual wand and have a virtual wand do the same on screen. Or how about a *Black & White*-style God game in which you can control everything with your bare hands? Unfortunately, the first title released with the EyeToy—*EyeToy: Play*, a collection of 12 minigames—shows that the peripheral has a long way to go. See what we mean with this selection of our favorites.



BOXING CHUMP
What better way for grandma to practice her sucker punch than with this boxing game? Keep moving to avoid your opponent and then land one!

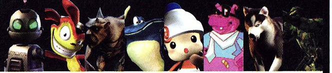




Beat Freak: A music game that has you tossing CDs at loudspeakers in time to the music. Hey, this guy sure is having fun!
Slap Stream: Characters pop out of clouds and you hit the evil ratmen while avoiding the bunny girls. Seriously.

ULTIMATE SIDEKICK

Ah, those constant companions who keep the hero from getting too lonely. The ultimate status symbol—and a source of humor, rage, love, and frustration for gamers everywhere. Yes, we're talking about sidekicks. Which is tops? Daxter, apparently. Whatever.



Characteristic ▾	CLANK Ratchet & Clank	DAXTER Jak 2	SCREE Primal	GLOBOX Rayman 3	PIPOCHI Ape Escape 2	MURRAY Sly Cooper	SHADOW Dead to Rights	BOOMER SOCOM
Shorter Than Hero	✓	✓	✓		✓		✓	
Furry		✓			✓		✓	
Sassy	✓	✓						
Able to Go Solo	✓		✓	✓		✓	✓	
Likeable	✓	✓	✓	✓	✓	✓	✓	
Bumbling		✓		✓		✓		✓
TOTALS	4	5	3	3	3	3	4	1

You've read the manga in Newtype USA...
now experience the anime
in your living room.

FULL METAL PANIC!
Coming to DVD 6.10.03

Volume One available as a single disc or a
Collector's Edition with a Custom Art Box
and Exclusive T-shirt.

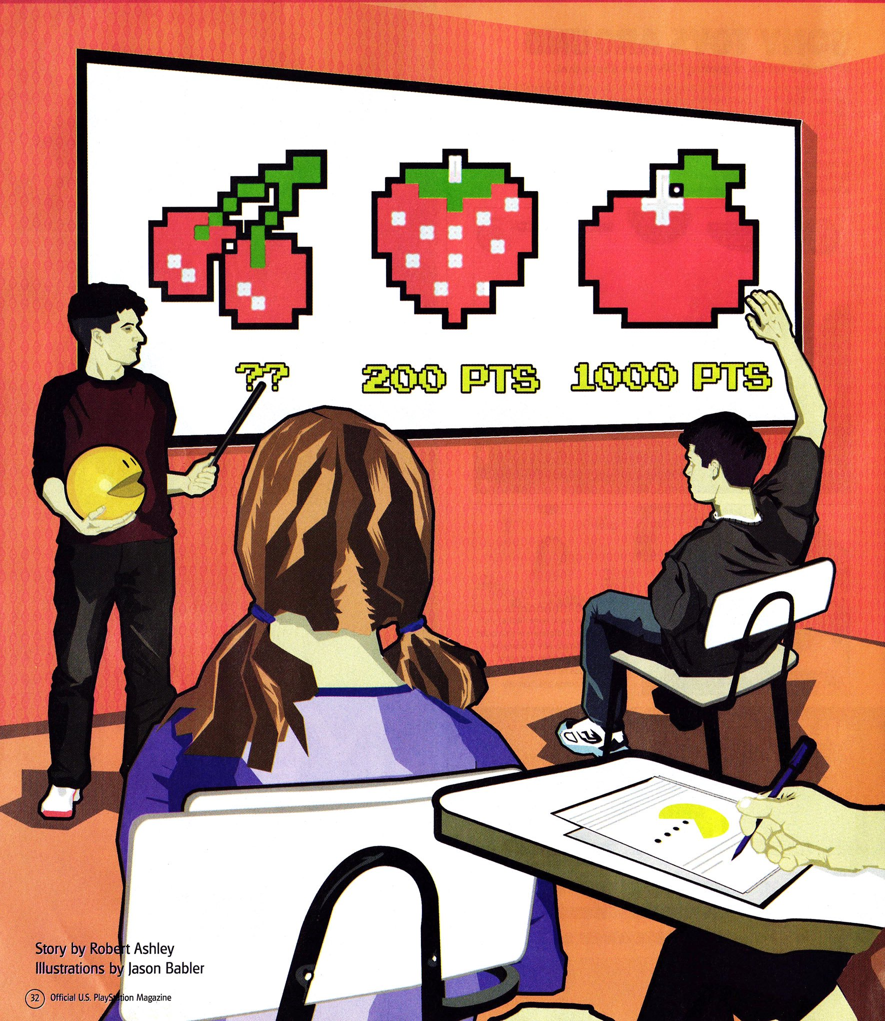
ADV FILMS www.advfilms.com

fye SUNCOAST The store for movie lovers. BEST BUY BestBuy.com

Full Metal Panic © Shouji Gatou · Shikidouji / Mithril

Go to school.
Study hard.
Make games.

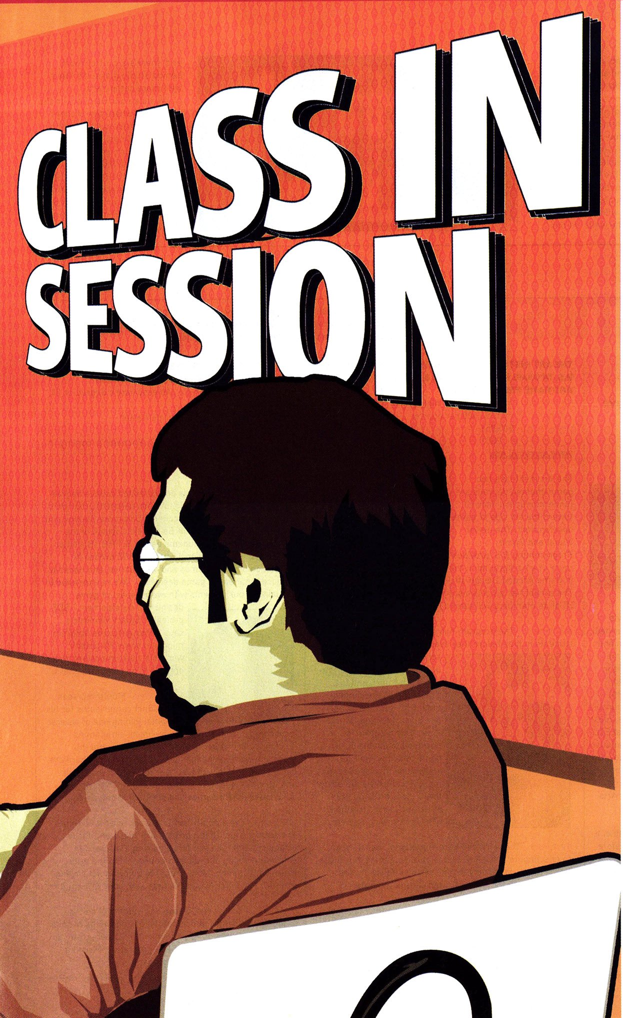
DID YOU KNOW?
A *Pac-Man* cherry is worth 100 points. But the banana is the most valuable fruit, yielding 5,000 delicious points.



Story by Robert Ashley
Illustrations by Jason Babler

WHO'S WHO?
Three of the models for this illustration are *OPM* editors. Who's the girl? Dana Jongewaard, managing editor for *Computer Gaming World.*

CLASS IN SESSION



At Ojeda's, a Mexican restaurant a few miles north of the University of Texas at Dallas, members of the Student Game Developers Association order $5 lunch specials and debate the quality of *Half-Life 2* screenshots. The conversation switches gears without warning: this year's Quake Con, *Dance Dance Revolution* tournaments, DVD encryption, on and on. They drop the names of local game developers the way music hipsters talk about bands and labels. Someone they know has supposedly obtained John Carmack's E3 badge and plans to use it to get into this year's show. They debate whether or not IDs are checked against badges, though none of them has ever been to E3.

* * *

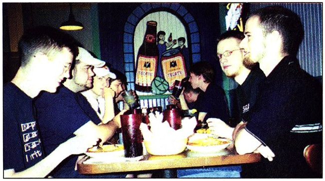
They talk big, but they back it up...somewhat. In its two years of existence, the Association has managed to make some good connections in the Dallas game-development community. It hosts its own computer game conference, an annual event that brings local developers to the UTD campus for lectures on breaking into the game industry and technical seminars on development issues. The group also meets every other week to work on its project, a set of minigames featuring three classic themes: ninjas, pirates, and Vikings.

Brian Burleson, president of the SGDA, has made the group's most successful venture into the game industry. Last year, he took a game-design course at UTD taught by Monkeystone's John Romero (*Wolfenstein 3D*, *Doom*, *Quake*); a few months ago, he got a call out of the blue from his instructor, who asked if he would port Monkeystone's puzzle game *Congo Cube* to Java. The game-design course will soon become part of a new set of degrees offered by UTD's Institute for Interactive Arts and Engineering: the B.A. and M.A. of Arts and Technology. Computer Game Development—and a follow-up course, Advanced Computer Game Development—will continuously cycle through game-industry veteran professors. After cycling through eight or nine bowls of tortilla chips, the dangerously full SGDA members head back to campus.

GREAT LOCATION
Much of the game industry is centered around San Francisco, making the Art Institute a great spot for learning.

The Institute resides in a building with a giant broadcast antenna jutting from its roof, the function of which no one seems to know. Recently purchased by the university, the building doesn't yet have an actual name. Institute Director Thomas Linehan shows us around the facilities, which don't currently amount to much. Linehan makes up for that with his enthusiasm.

"We're designing a full digital studio with green-screen capabilities, a 14-camera motion-capture lab, and an immersive 180-degree projection environment," Linehan says. "We'd like to give our students some experience doing animation for widescreen." You can imagine the high-ceilinged room filled with lighting rigs, cables neatly snaking along the floor toward high-end production computers. Right now, though, the room is mostly empty, with computer kiosks lining the walls. At one end, there's a control room behind studio glass; it's filled with more computers.


Mmm...salsa!

We make our way back to the classroom where the Student Game Developers Association has its meetings. "Nobody else uses this room, ever," one of the students says, flipping the chalkboard around to find last week's meeting notes erased. Linehan laughs uncomfortably; he's protective of his program. He makes it very clear that, although the

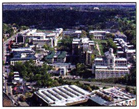
---

GAMING UNIVERSITIES

Trying to get your folks to pony up the cash for a degree in game design? Just tell them that these are actual accredited programs that offer you true-blue degrees. Here are three of the top programs out there—but more are sure to pop up in the next few years. Start studying now!

CARNEGIE MELLON UNIVERSITY
ENTERTAINMENT TECHNOLOGY CENTER
MASTER'S IN ENTERTAINMENT TECHNOLOGY

Admissions Requirements: An undergraduate degree
Must submit GRE scores or a portfolio of work
Estimated Tuition: $18,667 per year
Degree Cost: $37,334
Classes Began: 1999
www.etc.cmu.edu



Carnegie Mellon's Entertainment Technology Center is the Harvard of game-development programs, placing grads in internships and jobs at Electronic Arts, Rockstar, Maxis, and Angel Studios. But the program doesn't focus solely on games. "The Entertainment Technology Center is not exclusively a game design or development center," says Don Marinelli, co-director of the program. "We value game design and teach game design, but we also think that good game designers are well versed in other interactive media in the same way a good writer is a person of the world."

Now in its fourth year, ETC accepts programmers, artists, screenwriters, and anyone else with an applicable talent. Student teams focus on completing projects, most of which are real commercial products. One team at ETC is currently working on a Microsoft-sponsored simulation that teaches first-responder emergency workers how to react to an attack from weapons of mass destruction.

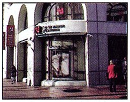
Job Outlook Grads placed at Rockstar, Electronic Arts, Maxis, Angel Studios, Disney VR, and more.

Workload "The workload is intense, but manageable. It goes in cycles, with heavy pushes occurring just before big deadlines. But from what I know, that's the way the industry works, too." –Jason Yeung, first year student at ETC, interning at Disney VR studios this summer.

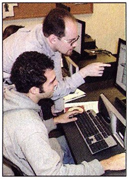
Social Life "My social life now is better than when I was working full-time. All the students are very friendly with each other, and it's a good community. How can life be bad when my homework is to design a game and take a field trip to Disneyland?" –Jason Yeung

THE ART INSTITUTE OF CALIFORNIA – SAN FRANCISCO
B.S. IN GAME ART AND DESIGN & B.S. IN VISUAL AND GAME PROGRAMMING

Admissions Requirements: A high school diploma
Estimated Tuition: $5,488 per quarter
Degree Cost: $65,856
Classes Began: 2001
www.aicasf.aii.edu



The Art Institute's two game-themed degrees are (understandably) skewed toward the art side of game development. The newer Visual and Game Programming B.S. provides more of a background in the technical side, while the B.S. in Game Art and Design sticks to 3D-modeling level design. The school has an active student developer organization; 30 of its members will attend E3 this year.



Job Outlook The program has already placed a few students in jobs before they even graduated. Going to school in the gaming corridor of San Francisco probably doesn't hurt, and the school has made connections with local developers like LucasArts and Double Fine. "Our program is designed to enable our students to acquire all the knowledge they need to get into the industry at an entry level," says Mary Clarke-Miller, academic director. "They're growing up here."

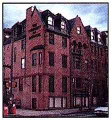
Workload "The workload here is pretty intense. I mean, I go to school to learn how to design videogames, but these days, I rarely get to play them." –Daniel Reiley Jr., first-year student in the Game Art and Design program

Social Life "Um, social life? I think I had one of those at one time, but I seem to have misplaced it. My nonschool friends think I have moved off-planet, and I have given up on the possibility of having any quality romantic time with a lady." –Daniel Reiley Jr.

UNIVERSITY OF BALTIMORE
SIMULATION AND DIGITAL ENTERTAINMENT

Admissions Requirements: An associate's degree or 24 transferable credit hours
Estimated Tuition: $6,912 per semester
Degree Cost: $27,646
Classes Began: Associate's, 2003; Bachelor's, coming in fall of 2004
iat.ubalt.edu/sde

About as unconventional as an accredited college degree gets, the Simulation and Digital Entertainment program is split between a community college (Baltimore County) and a night school (University of Baltimore). Instead of the standard B.S. or B.A., students earn a B.T.P.S. (Bachelor of Technical or Professional Studies). SDE divides its instruction between games and simulations, and hopes to produce renaissance game designers. "We're interested in acquainting our students with every aspect of game design and development," SDE professor Stuart Moulthrop says. "They get some programming and some 3D graphic work, but most important, they prepare to be game designers."

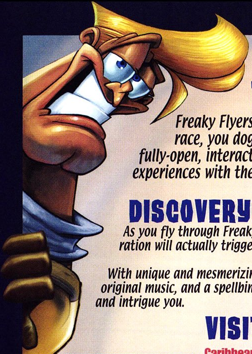


Job Outlook Moulthrop sees two distinct career paths for his students: joining one of several local companies that produce technical simulations (Lockheed Martin, for one) or forging paths into the emerging world of independent games. "I think there are going to be people who just have that fire in their heart and want to create things, people who will find ways to build independent games and start small companies."

Workload "I've actually had less work to do with this—or maybe it's just that it doesn't feel like work. I love struggling and then suddenly figuring it all out. I'm enjoying working in class and not spending the entire class just listening. Most of all, I'm enjoying not writing papers." –Jennifer Nawrocki, first-semester SDE student

Social Life "I don't really have one outside of college, except for my family and a handful of noncollege friends. I hang out with the other people in the SDE program, as well as people in the Multimedia program." –Kristina Brigman, first-semester SDE student

Fly the Freaky Skies
Explore the most enthralling and freaked-out places on Earth and beyond...



DISCOVER THE ADVENTURE THAT AWAITS YOU

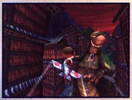
Freaky Flyers represents the creation of Adventure Racing. You don't just race, you dogfight, you stunt, and most importantly, you explore through fully-open, interactive and enticing 3D locales. And, you share your intriguing experiences with the most alluring characters you could ever hope to play with.

DISCOVERY AROUND EVERY TURN

As you fly through Freaky's 12 massive and enticing tracks, you should take note that your exploration will actually trigger events that will dictate how the story and gameplay unfolds before you.

With unique and mesmerizing mini games and more than 1.5 hours of intriguing animated movies, original music, and a spellbinding back story, Freaky Flyers takes you on a journey that will challenge and intrigue you.

VISIT EXCITING LOCALES



Caribbean Danger Island-
Jungles and lagoons teem with all manner of peril like pirates, man-eating plants, and beautiful mermaids.

Haunted Transylvania-
Explore craggy peaks and haunted castles but steer clear of the giant spider webs, zombies, and diabolic machines of the mad scientist.

Roaring Chicago-
Buzzing around the big city you'll loop and dive around gangsters and g-men exchanging heated words and hot lead.

Frigid Canada-
Fly through the lumberjack village; shoot down woodland targets, and even snag Big Foot in a net as you race.

Mexico's Coyote Canyon-
Travel through abandoned gold mines, rescue a damsel from the train tracks, fly through "East" Indian Casinos, and stop a cattle stampede and the rowdy banditos behind it.

War Torn Germany-
It is up to you to help turn the tides of war by delivering secret documents, fix the resistance factories, and blow up the German's tanks.

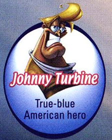
Arabian Flights-
Defeat the Genie, find the sultan's treasure, shoot down the 40 thieves, and keep your head off the chopping block by showing off your air combat skills.

Giant Monsters of Tokyo-
Giant monsters are destroying the city, alongside ninjas, fighter jets, and little Freakymon monsters, activate the giant robot and save Tokyo.

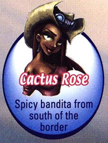
Fly the Freaky Skies and see where the adventure takes you.

ONLY THE WILDEST CHARACTERS

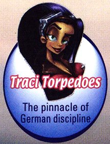
Travel with over a dozen unique and alluring characters, each with their own beguiling stories.



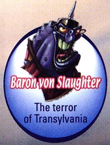
Johnny Turbine
True-blue American hero



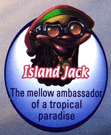
Cactus Rose
Spicy bandita from south of the border



Traci Torpedoes
The pinnacle of German discipline



Baron von Slaughter
The terror of Transylvania



Island Jack
The mellow ambassador of a tropical paradise

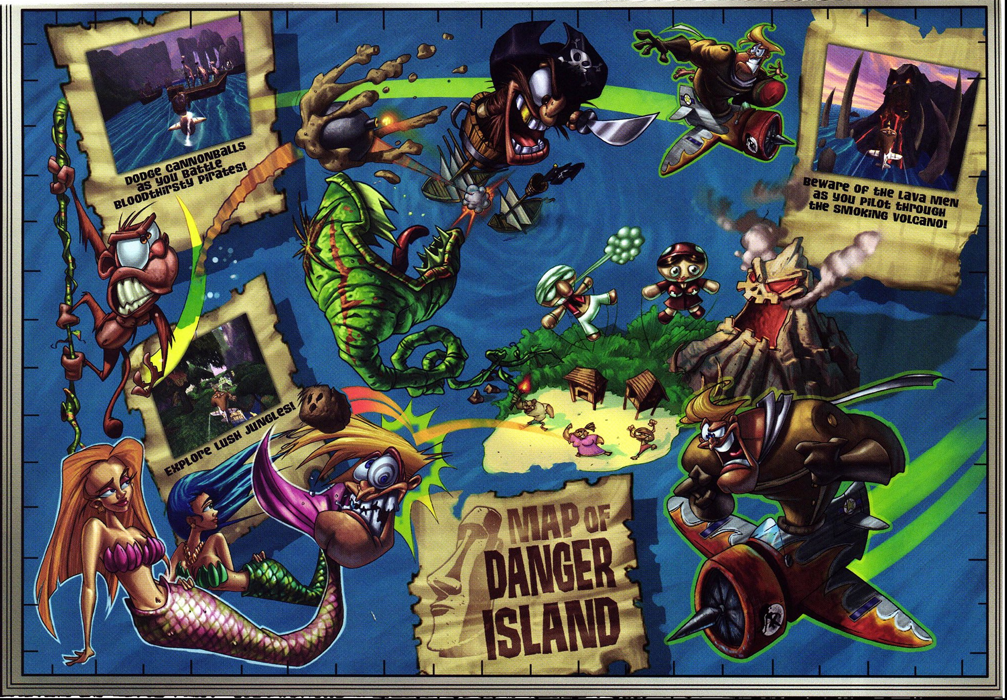
Sail away into the Freaky skies for the adventure of a lifetime!

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

PlayStation 2

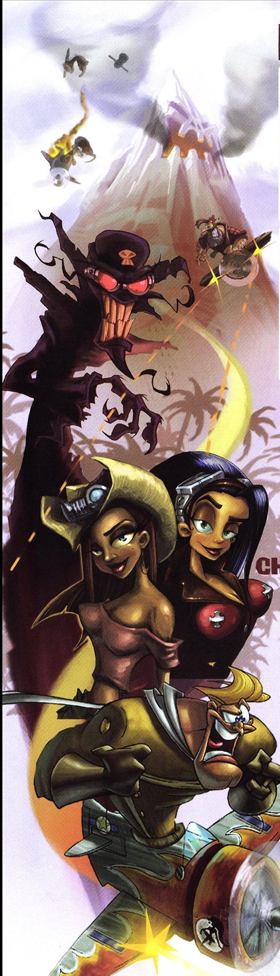
MIDWAY

Freaky Flyers ©2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Freaky Flyers is trademark of Midway Home Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainme Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

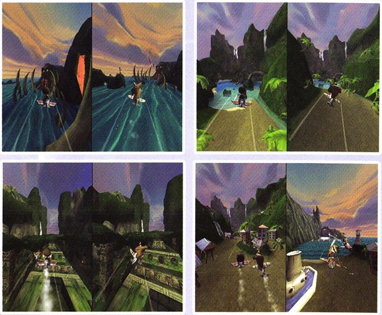


MAP OF DANGER ISLAND

Dodge cannonballs as you battle bloodthirsty pirates!
Explore lush jungles!
Beware of the lava men as you pilot through the smoking volcano!



Multi-Player Madness



Master the Freaky Flyers skies as you unleash your inner warrior and battle your friends in multiplayer mayhem. RACE head-to-head and exchange machine gun fire or choose from more than a dozen other lethal power-up weapons on every track! Challenge your friends to the intense action of Dogfighting Mode, but remember: in the arena, the pilot with the most skill gets the kill!

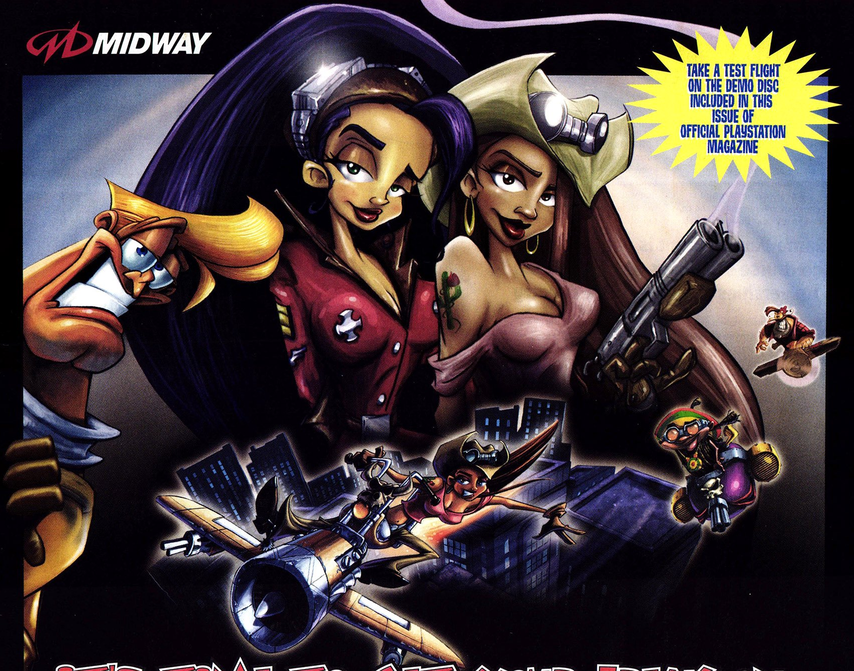
CHALLENGE FRIENDS TO INTENSE HEAD-TO-HEAD COMBAT!

Freaky Flyers
RATING PENDING
RP
ESRB
MIDWAY

COMING JULY 2003

Visit www.freakyflyers.com

MIDWAY

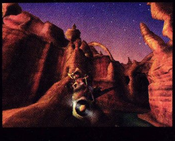


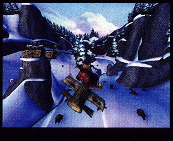
TAKE A TEST FLIGHT ON THE DEMO DISC INCLUDED IN THIS ISSUE OF OFFICIAL PLAYSTATION MAGAZINE

IT'S TIME TO GET YOUR FREAK ON

Explore, dogfight and race with some of the most freaky characters you have ever played with, in the first-and-only, fully-open, interactive, 3-D, racing videogame.

- *13 alluring characters and dozens more hidden*
- *12 massive and enticing tracks*
- *Enthralling race and dog fight modes*
- *Unique and mesmerizing mini games*
- *Amazing head-to-head multiplayer action*





FREAKY FLYERS

Coming July 2003
Log onto www.freakyflyers.com

XBOX

NINTENDO GAMECUBE

PlayStation 2

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Violence
Suggestive Themes

Freaky Flyers ©2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Freaky Flyers is a trademark of Midway Home Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

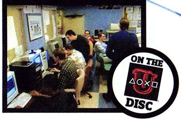
University of Texas Board of Regents is destined to approve the new degrees, it hasn't yet. When the degrees do officially become available, students going for a B.A. or M.A. in Arts and Technology will have their choice between a Visual Design Studies focus and a Game Studies and Interactive Narrative focus, with the latter more directly related to game development. With both degrees requiring courses in subjects like black-and-white photography, film, storytelling, drawing, and the history of technology, you can hardly say the program is *about* games.

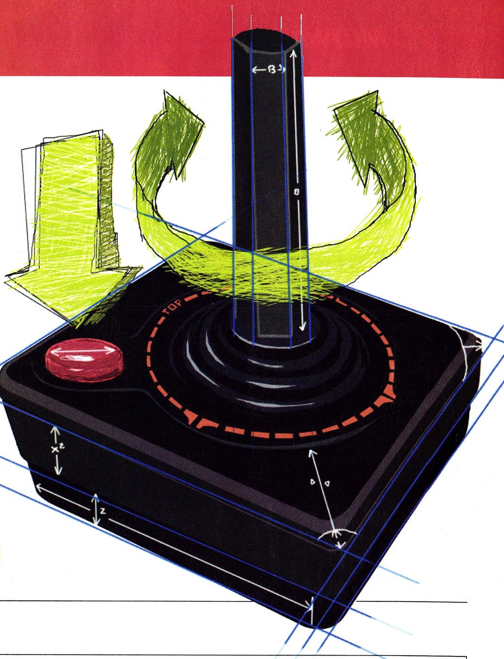
In one form or another, game development is popping up in the course schedules of colleges and universities throughout the country. Some schools, like UTD and the others listed over these pages, have created new departments and degrees to cater to students trying to equip themselves for game-development jobs. Many other schools are offering single courses or concentrations in existing programs and degrees.

Games have spread from the dorm room to the classroom—but know what you're getting into before you apply. The programs that will actually land you a job will be tough. Jesse Schell, of the top-of-the-line Entertainment Technology Center at Carnegie Mellon University, advises: "A lot of people say, 'Hey, I like playing videogames. I'd like to make videogames.' That's a lot like saying, 'Hey, I like taking baths, so maybe I'd like to be a plumber.' The two don't really have much to do with each other."

Game development is popping up in the course schedules of colleges and universities throughout the country

ON THE DISC
Don't miss PlayStation Underground's Dev 101 feature on this month's DVD!



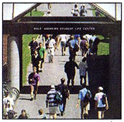


COMING SOON

One day, you'll have the opportunity to become a doctor of gaming. No, we're not talking about being one of those creepy guys who hangs around the local arcade bragging about high scores and hardened thumbs. We're talking about tweed jackets, lush campuses, and eager students hanging on your every word.

ROCHESTER INSTITUTE OF TECHNOLOGY MASTER'S OF GAME DESIGN AND DEVELOPMENT

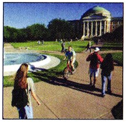
Admissions Requirements: A B.S. in Computer Science or applicable area
Estimated Tuition: $7,655 per quarter
Degree Cost: $45,930
Classes Begin: Fall 2004
www.rit.edu



"RIT is a very large, engineering-dominated school, so our program is focusing very heavily on graphics and engine development," says Andrew Phelps, associate professor at RIT. Though not slated to begin its first term until fall 2004, bits of the Master's of Game Design and Development program are currently available as a concentration in RIT's other computer-science graduate degrees. More than any other program currently available, RIT's degree aims squarely at programmers who want to specialize in game development.

SOUTHERN METHODIST UNIVERSITY THE GUILDHALL

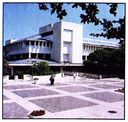
Admissions requirements: An undergraduate degree or equal experience, plus a portfolio
Estimated Tuition: $36,000 all-inclusive (books, supplies, laptop—you're on your own for housing, though)
Classes Begin: Summer 2003
www.guildhall.smu.edu



Promising celebrity profs from the Dallas development scene like John Romero (*Quake, Doom, Wolfenstein 3D*) and Tom Hall (*Duke Nukem 3D, Doom*), this new program hopes to feed students directly into local development companies. Students specialize in one of three areas: Art Creation, Software Development, or Level Design. Students take courses in their specialization but form teams to carry out game-development projects. The final project is a fully original game created from scratch. After 18 months, students get a nonaccredited certificate (not a degree), but have hopefully made the portfolio and industry contacts they need to get a job.

THE UNIVERSITY OF TEXAS AT DALLAS THE INSTITUTE FOR INTERACTIVE ARTS AND ENGINEERING

Admissions Requirements: A high school diploma, SAT scores (for the B.A. program)
Estimated Tuition: $5,657.40 per semester
Degree Cost: $45,259
Classes Begin: TBA
iiae.utdallas.edu



Once approved by the higher-ups, UTD will offer bachelor's (B.A.) and master's (M.A., M.F.A.) degrees with optional concentrations in game studies. Far from the industry-specific training of local competitor SMU's Guildhall, IIAE's eclectic course offerings (History of Technology, Science Fiction, Writing for Interactive Media) aim to expand the creative possibilities of games and to bring interactive elements into other forms of art, entertainment, and education. If all goes as planned, the program will even offer a Ph.D.

New Original Resident Evil
ON PlayStation®2

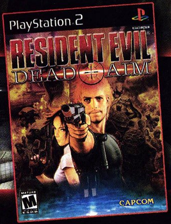
RESIDENT EVIL®
DEAD AIM

Face your gravest fears in an all-new, nightmarish first-person action-shooter adventure for your PlayStation® 2 computer entertainment system. Encounter a new level of horror as you battle flesh devouring zombies and murderous mutants to regain control of a sea-jacked cruise ship lost in the Atlantic.

Intense blend of action, puzzle solving and DEAD-ON graphics

UPGRADE your weapons as you progress through the game

Supports GUNCON® 2 light gun and DUALSHOCK® 2 controllers



CAPCOM
capcom.com

PlayStation 2

GUNCON 2

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

© CAPCOM CO. LTD., 2003. © CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL is a registered trademark of CAPCOM CO., LTD. Guncon™ 2 & ©2000 NAMCO LTD., ALL RIGHTS RESERVED. The ratings icon is a registered trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo and DUALSHOCK are registered trademarks of Sony Computer Entertainment Inc.

AWESOME *Bombastic's* Japanese name is *Xi Go* (pronounced sai go). "Saigo" is slang for "awesome" in Japanese.

FF: Unlimited Comes Here

The *Final Fantasy* anime series, *Final Fantasy: Unlimited*, will be broadcast on the Anime Network in late summer. Plus, a DVD set is due out this fall.

THE WATCHDOG

ASSEMBLY LANGUAGE

Here in the Watchdog column, I talk a lot about videogames and the First Amendment—and how I feel the latter protects the former.

When I say that, I'm usually talking about videogames in relation to the most obvious First Amendment right: freedom of speech. But recently, I've begun to wonder whether technology has reached a point at which other First Amendment protections also come into play.

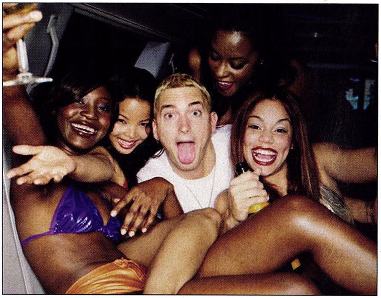
If you haven't read the First Amendment—shame on you!—then you may not be aware that in addition to protecting speech, it also protects the freedom of the press, the freedom of religion (or lack thereof), and the freedom to petition the government when something's bothering us. It also protects the right of citizens to peaceably assemble—that is, to come together as groups.

It's the last of these that provides an interesting wrinkle. Videogames have historically been a fairly solitary activity—at most, a few friends at a time could get together to play—but with the advent of online gaming, people from all over the country (indeed, all over the world) can assemble in a virtual place for a shared common purpose. Typically, of course, that purpose is playing games. But many online universes are open and flexible enough to allow people to assemble for *any* purpose: It's not at all inconceivable, for example, that someone might try to schedule a "protest march" in a virtual world, and that hundreds or even thousands of players might sign on and show up specifically for that purpose. So ask yourself: Is this "real" peaceable assembly? Is it constitutionally protected? I think it might be...in theory, at the very least.

In the real world, however, there are several practical issues to consider, not the least of which is that online games are usually played on servers owned by private companies, which aren't bound to honor First Amendment protections. Then there's the software itself: User agreements could conceivably curtail certain forms of assembly. So much of the online world is privatized that this could be a moot point. On the other hand, the Internet itself is a quasi-public entity created by the U.S. government, even though it's now administered largely by private corporations. It's an interesting legal and philosophical nut to crack.

Regardless, what's really interesting about this line of thinking is that it shows how technology is opening new doors of expression and freedom as it evolves and grows. Think about that the next time you play online. Make sure you don't take any of it for granted.

What do you think of Scalzi's point of view? Peaceably assemble in the *OPM* message board at Gamers.com to tell him—or shoot him an e-mail at john@scalzi.com.

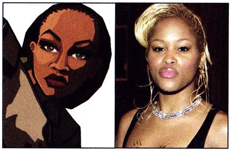


PLAYAS PLAY

Eminem, P. Diddy, and Eve get their game on

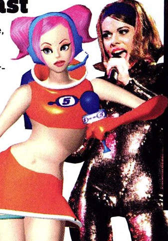
Anyone who has seen rappers featured on MTV's *Cribs* knows the celebs haven't hit the big time unless they've got a PS2 hooked up in the den. And in the bedroom. And in the stretch limo. Those rap stars sure do love that PS2. *Def Jam: Vendetta* kicked things off, so it's no surprise that two of the biggest names in rap, P. Diddy and Eminem, are about to follow suit by going interactive. Sean "P. Diddy" Combs says he's working on a game about himself (surprise!) in which you're required to create an entertainment conglomerate by signing music acts. As for Marshal "Eminem" Mathers, Conspiracy is releasing a budget interactive PS1 tribute to the star. Due out this summer, *Mix TV Presents Eminem* fuses the star's music videos with minigames, creating what's being dubbed a true fan-appreciation product.

Even one of the bad girls of rap, Eve, is about to take part in a game. She has been tapped to play Major Jones in Ubi Soft's upcoming stylish first-person shooter, *XIII*. "My character, Jones, is a strong, sexy female with attitude," the self-described "pit bull in a skirt" told us. "My fans will easily relate her to me."



It looks like everyone wants to get virtual now. Let's just hope R. Kelly doesn't get any ideas—although seeing this month's Only in Japan, we've got an idea on how his story could be done.

Blast From the Past



Lady Miss Kier, formerly of the pop act Deee-lite, believes Sega's *Space Channel 5* has stolen her image and is now suing over it. Best known for "Groove Is in the Heart," Kier claims Sega's character Ulala resembles her a little too closely. According to the lawsuit, Sega representatives offered to license her name, likeness, and recordings for the game several years ago, for roughly $15,000; she declined, and Sega appropriated her likeness anyway. Kier is now seeking $750,000 for Sega's alleged misuse.

Let's just hope this cat fight won't affect Agetec's U.S. release of *Space Channel 5 Part 2*.

DATA STREAM

Time to Suck Again

Sony is working on *Mr. Mosquito 2* for a Japanese release this summer. This one takes place in Hawaii, with Mr. Mosquito tagging along in the Yamada family's luggage. Let's hope it eventually comes here!

Positively Not Gay

TDK has revealed *He-Man: Defender of Grayskull* for a PS2 release this November. And just because it features muscle-bound men in loincloths riding oversized cats doesn't mean a single thing.

Mr. Bombastic

This July, Capcom will release a PS2 sequel to the cult favorite PS1 puzzle game *Devil Dice*. Titled *Bombastic*, it's packed with insanely addictive dice-rolling action.

This Game RahX

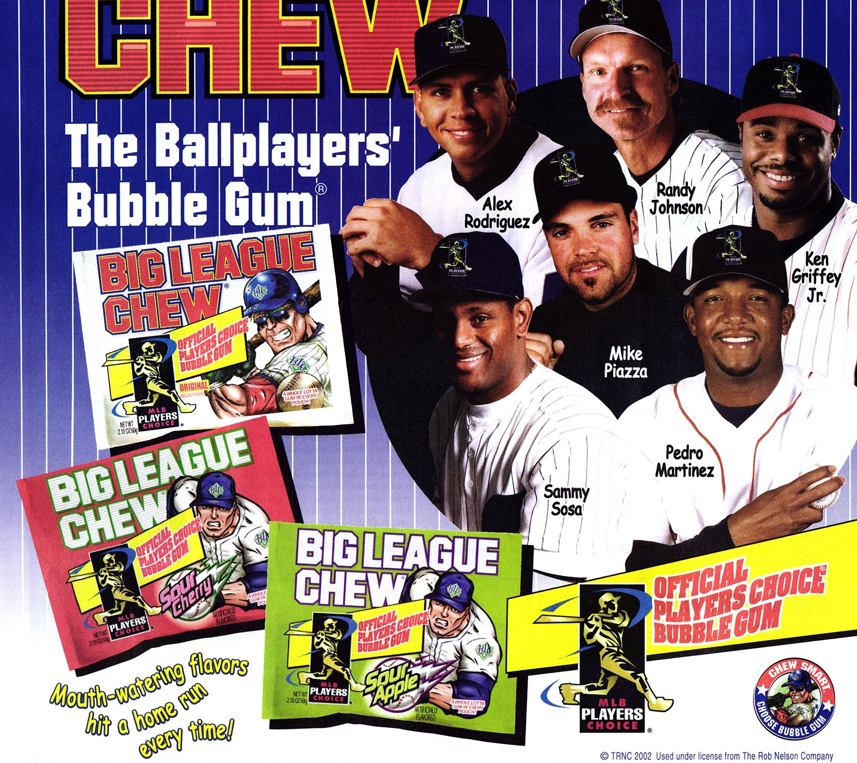
Bandai is currently working on a PS2 game based on the insanely popular mech anime *RahXephon*. It features lots of shooting action and animated cut-scenes. For more on the series, check out this month's Animania! column on page 51.

Photo: Eminem, Retna; Eve, wireimage.com. Illustration: Scalzi, Greg White

You're In The Big Leagues With...

BIG LEAGUE CHEW®

The Ballplayers' Bubble Gum®


Alex Rodriguez
Randy Johnson
Ken Griffey Jr.
Mike Piazza
Pedro Martinez
Sammy Sosa
BIG LEAGUE CHEW®
OFFICIAL PLAYERS CHOICE BUBBLE GUM
ORIGINAL
A WHOLE LOTTA GUM IN EVERY POUCH!
MLB PLAYERS CHOICE
NET WT 2.10 OZ 60g
BIG LEAGUE CHEW
OFFICIAL PLAYERS CHOICE BUBBLE GUM
Sour Cherry
ARTIFICIALLY FLAVORED
BIG LEAGUE CHEW
OFFICIAL PLAYERS CHOICE BUBBLE GUM
Sour Apple
A WHOLE LOTTA GUM IN EVERY POUCH!
ARTIFICIALLY FLAVORED
OFFICIAL PLAYERS CHOICE® BUBBLE GUM
MLB PLAYERS CHOICE®
CHEW SMART. CHOOSE BUBBLE GUM

Mouth-watering flavors hit a home run every time!

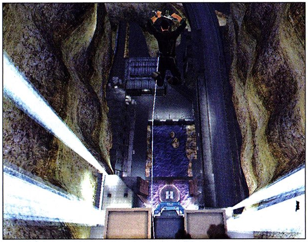
Visit our website at www.bigleaguechew.com or the Players Choice at www.bigleaguers.com

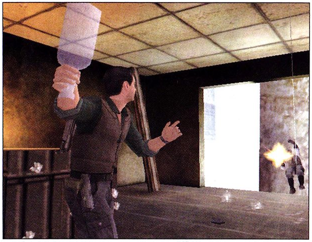
© TRNC 2002 Used under license from The Rob Nelson Company
© MLBPA Official Licensee of the Major League Baseball Player's Association

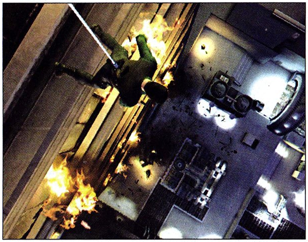
Sucks to be George Lazenby.

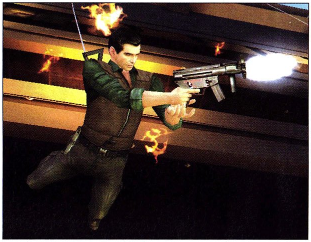
BEASTIALITY

In addition to *Dodoro*, Wow Entertainment is working on *Altered Beast* for PS2.









BOND IS BACK!

The world's greatest secret agent returns with a whole new bag of tricks

When it comes to smooth-talking martini-sipping secret agents on PS2, none are slicker than 007. That's why EA is bringing Bond back for another run in *Everything or Nothing* (we have a feeling Bond creator Ian Fleming is flip-flopping in his grave over the title). But instead of *being* James Bond and seeing through his eyes, you'll take on a third-person perspective in this latest romp (Clish called it right!).

Even though you'll be behind Bond in the new game, the goal is to make it feel more like you *are* Bond. Whether you're trolling the Valley of the Kings in Egypt or the French Quarter in New Orleans, you'll be able to fight hand to hand or sneak your way out of sticky situations. That includes everything from bottle-bashing brawls to stealthy theft of foes' identities.

Naturally, the sticky situations might be easier to wiggle out of with a little help. There's now a two-player co-op mode, along with four-player arena modes for some good ol' fashioned killin'.

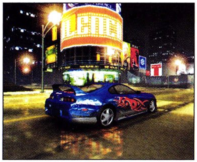
The real Bond, Pierce Brosnan, returns to lend both his cyberscanned face and his voice (a first for the series), with accent in full effect, of course. And it's the accent that wins him the usual cast of eye-popping beauties that define any Bond experience.

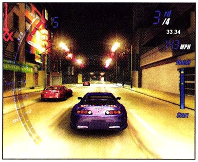
Look for *Everything or Nothing* when it hits this fall.

NEED FOR URBAN SPEED

If you're one of the masses who loved the breakneck speed of Rockstar's *Midnight Club II*, you're in for a treat with EA's *Need for Speed: Underground*. But instead of just burning nitrous to win races and nab new rides, you'll be able to customize your vehicle using parts from some of the biggest aftermarket manufacturers, like AEM Inc., Audiobahn, Bilstein, Dazz Motorsport, Eibach, HKS, Holley, Injen, MOMO, Neuspeed, and StreetGlow.

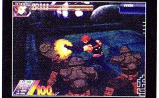
Once you've built up your auto, get online and battle other souped-up cars from around the globe. The flag drops in early 2004.





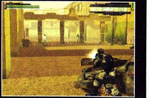
DATA STREAM

Bring Us to Tears?



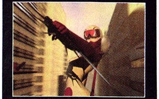
Capcom has revealed its new cel-shaded 3D action title, *Crimson Tears*. It's being developed by Dream Factory, which previously handled *The Bouncer* for Square. Join us now in crossing our fingers.

Talk About a Switch



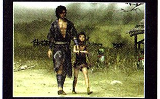
Namco has revealed a sweet-looking third-person shooter called *kill.switch*. It allows you to hide behind objects while firing at enemies. The odd part? It's from the team that brought us *Pac-Man World*.

She-Nobi



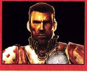
Sega is working on a sequel to *Shinobi* called *Kunoichi*, due out this fall. The cool part? This one has you playing as a female ninja (kunoichi means female ninja in Japanese).

Bazooka for a Leg!



Sega's Wow Entertainment is working with famed Japanese manga artist Osamu Tezuka (*Astro Boy*) on a game called *Dodoro*. In it, you star as Hiyakkimaru and wage war with a bazooka embedded in your leg and a blade attached to your arm. Too cool!

MACE GRIFFIN
This is what he looks like.
Kinda like Henry Rollins. Yep.



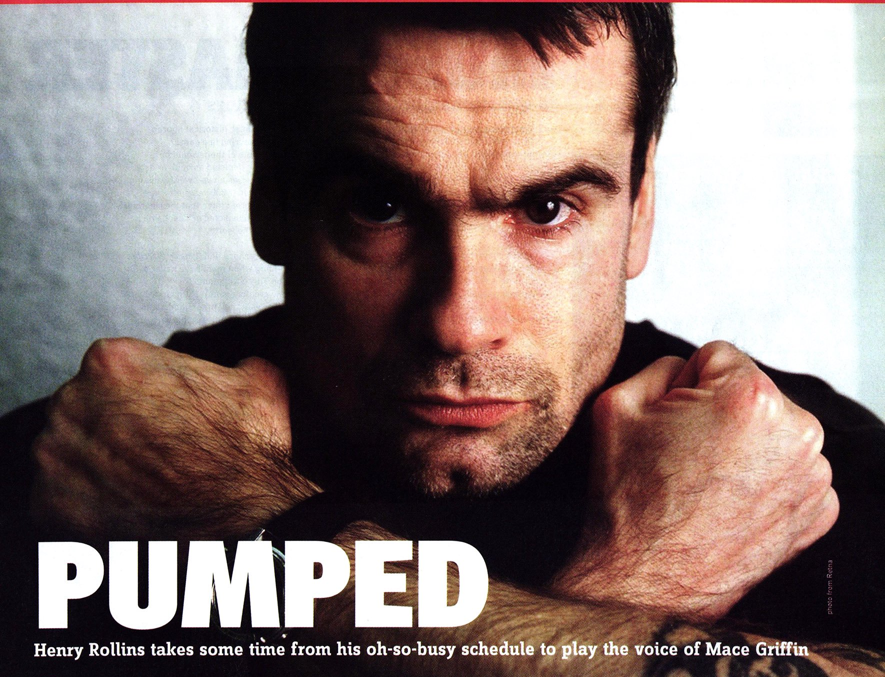


photo from Retna

PUMPED

Henry Rollins takes some time from his oh-so-busy schedule to play the voice of Mace Griffin

With a schedule that includes making music with the Rollins Band, writing books, hosting TV shows, running his company 2.13.61, providing voices for cartoons, organizing benefits for the West Memphis Three, and appearing in movies like *Bad Boys II*, it's not surprising Henry Rollins doesn't have time to play videogames. And yet the always-busy Hank—who just released two new spoken-word albums, *Talk Is Cheap Vol. 1* and *2*, through his website (www.21361.com) and will spend the summer touring with the Rollins Band, with all the proceeds going to the West Memphis Three—somehow found the time to be the hero of *Mace Griffin: Bounty Hunter*. Imagine that.

You've talked before about how you're not into videogames. What was it about *Mace Griffin* that got you interested in being the voice of the character?

I liked the plotlines and thought that I could do a good job at it. I had never done this before. I'd done voice-overs before, but not an involved character, so I considered it a new challenge and went for it.

Did they show you any of the game before you signed on?

I basically saw some of the game and what Mace looked like. That was most important, to get a visual on the face and body type.

How did the script for *Mace Griffin* compare with the movie scripts you've read?

He's a tough guy, so there's a lot of that laconic Hemingway-esque talk, which I take to quite well as far as delivery. It was well written and there was no cringe factor.

> **"He's a tough guy, so there's a lot of that laconic Hemingway-esque talk, which I take to quite well as far as delivery. There was no cringe factor."**

Was doing the voice of Mace very different from doing the voices of Bonk and Mad Stan on the *Batman Beyond* cartoon?

This was not as high volume, and there was a lot more to it as far as character development. That was more fun for me.

Have you talked to the designers about using a Rollins Band song in the game?

They've spoken with my manager about placing some songs in there, but I don't know where that's at right now.

Had you been approached before about doing the voice of a videogame character or having a song in a game?

This is the first and only time that I can remember. I think we have a song in something that Tony Hawk, the skater guy, put out, but I'm not sure.

Have you seen the game since you recorded your dialogue?

I haven't seen the finished product. I'm on tour and will see it at some point, I guess.

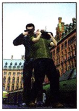
So, I guess you haven't had a chance to play the game?

I've had no chance to play the game. I'm not much on games, but I'll give it a try at some point.

—Paul Semel

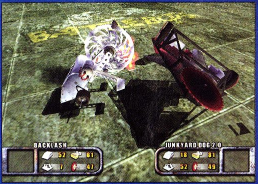
Howdy-doo, Lu Bu.

ON THE DISC
Still haven't played a *Dynasty Warriors* game? Try *DW4* right now on this month's demo DVD!



A Hollywood Getaway
According to the *Hollywood Reporter*, a big-screen version of *The Getaway* is scheduled to start production in 2004. Let's hope Guy Ritchie will direct.

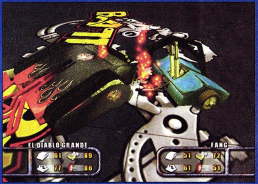
WHAT EVER HAPPENED TO?



BATTLEBOTS

We first broke the news of a *BattleBots* game way back in the February 2001 issue in response to a letter from reader Charles Jackson. A big fan of the then-hot Comedy Central show, which pitted homemade robots against each other in arena combat, Jackson wanted to know if a game was in the works. Yep, a representative from the show told us. "We want to do a real high-end game," he said.

But it wasn't until the October 2002 issue that we finally previewed the game. And then...everything went quiet. We caught a glimpse of *BattleBots* at a January event hosted by publisher THQ, but we got next to no new info beyond a projected March 25 release date.



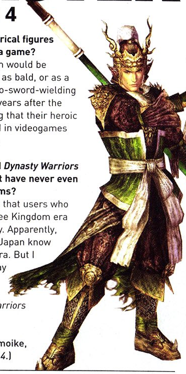
That's a bit surprising, since the game was under development by Warthog, a studio composed of many ex-Psygnosis (*Colony Wars, Wipeout*) veterans. We were expecting THQ to make a bit more noise about what looked like a promising title. But when Comedy Central dropped the show and the March release date came and went, we started to suspect something was up.

Sure enough, it was. According to a THQ spokesman, "Development of *BattleBots* was discontinued in early 2003 based on insufficient product quality and/or marketability." Yeowch. Sounds like interest in the franchise waned a little too quickly after the show was canned.

While the show may be gone, it's definitely not forgotten—in fact, the league itself is still going strong. From BattleBots.com: "BattleBots Inc. is currently exploring other television and live events options. We are currently planning a live tour of venues across the country."

MUSOU MASTER

5 questions about Dynasty Warriors 4



1 What were your goals for improving the *Dynasty Warriors* formula in this game?
With *Dynasty Warriors 4*, my intent was to improve the quality of every aspect of the series—to make the best *Dynasty Warriors* yet. I tried to improve the quality of the game and to keep longtime players satisfied. However, I'm not sure if we have achieved that yet. We're looking forward to hearing players' opinions.

2 Which character do you use the most? What makes him or her your favorite?
My favorite is Ma Chao. In previous games, his ability was weaker compared to other characters; however, his ability is improved even when he's on horseback. I often use him because he gets stronger if he uses special items.

3 Are there any other historical scenarios you'd like to see in a *Dynasty Warriors* type of game? Or maybe a movie license?
I have suggested for a long time that we use the *DW* engine with other materials, but I've had a difficult time getting it through the company [laughs]. I'd love to take on the challenge of a movie license if I ever have the opportunity.

4 What would these historical figures think about starring in a game?
I assume that some of them would be upset about being depicted as bald, or as a masked warrior, or as a two-sword-wielding pretty boy. However, 1,800 years after the fact, I think it's a great thing that their heroic exploits have been depicted in videogames released around the world.

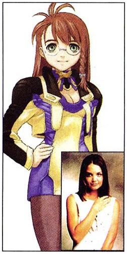
5 Why do Westerners find *Dynasty Warriors* so intriguing when most have never even heard of the Three Kingdoms?
I intended to create a game that users who aren't familiar with the Three Kingdom era of Chinese history will enjoy. Apparently, only 30 percent of users in Japan know about the Three Kingdom era. But I have heard many players say they became more interested in Chinese history after playing the *Dynasty Warriors* series.

(Answered by Takazumi Tomoike, producer, *Dynasty Warriors 4*.)

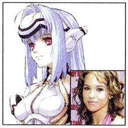
DREAM CAST

Yeah, we know what you're thinking: *Xenosaga* (the game) is already just a few polygons shy of being an interactive movie, so why bother casting an actual film? Because it's a great excuse to surf the Web searching for pics of hot starlets! That, and the fact that it has a story and a cast that can actually hold up on the big screen.

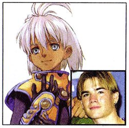
Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



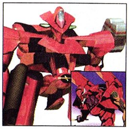
Shion: Katie Holmes
After her star turn in *The Gift* (well, at least a star turn for her tasty tatas), this *Dawson Creeker* is set to strut her stuff as the sassy chief engineer Shion. Remember, in the future, all science officers wear skimpy outfits. Yeah!



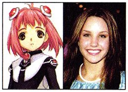
KOS-MOS: Lacey Chabert
Who knew that little girl from *Party of Five* would turn out so freakin' hot? Who knew a robot could be equally as hot?! Wowza!



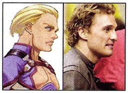
chaos: David Gallagher
Gallagher might be a bit too butch for the androgynous chaos, but we're betting he can stretch his acting chops on this quirky character.



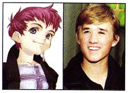
VX-10000: EVA 2
You thought the red Evangelion was down for the count, but no—it's back and better than ever in its big breakout role.



MOMO: Amanda Bynes
So sweet, so innocent, so perky...Amanda Bynes is ready for her first darkly demure role as the prototype Realian MOMO.

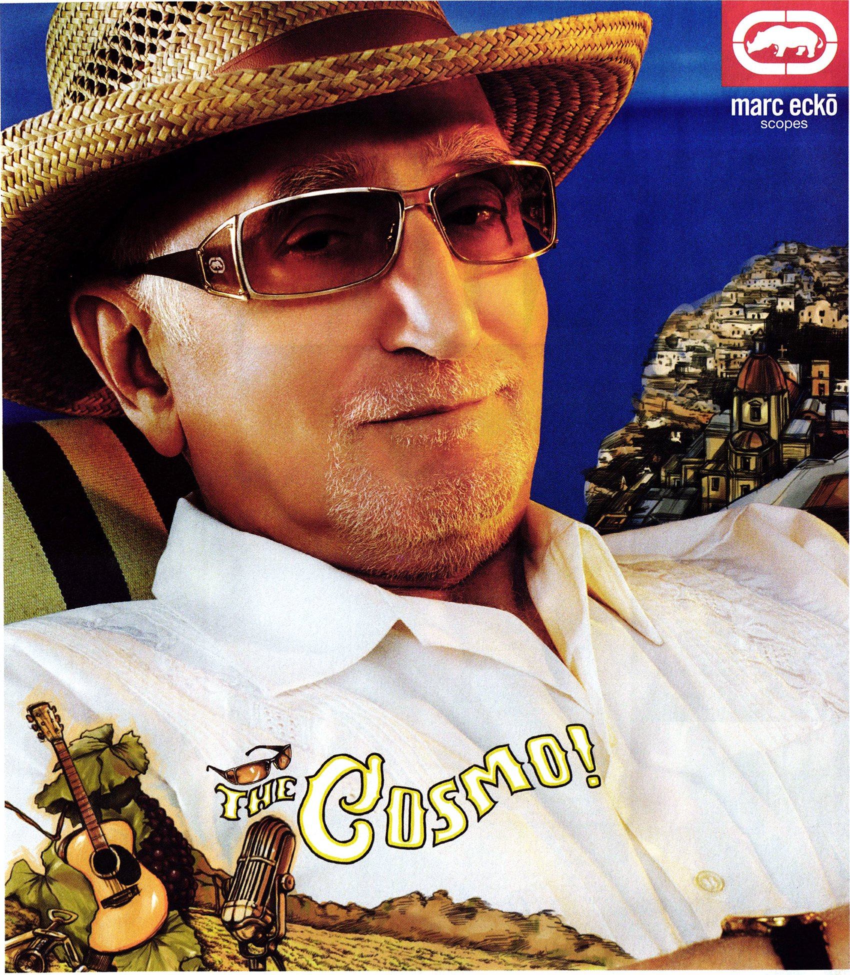


Ziggy: Matthew McConaughey
One is a combat cyborg. The other plays the bongos nude with another man. But, hey—they look alike.



Jr.: Haley Joel Osment
Both are boyish on the outside, but wise and experienced beyond their years on the inside. Jr. and Osment are a perfect pair.

photos from wireimage.com



marc eckō
scopes
THE COSMO!

complex magazine published by Marc Eckō subscribe today at complexmagazine.com | eckō.com shop online

Dominic Chianese

ROCK THE CRADLE

Bigger, better, and busting with adventure, Lara Croft returns to the silver screen

Quick: Close your eyes and picture Lara Croft. What do you see? Yep, we thought so—not the game icon, but Angelina Jolie. Despite starring in a mediocre film, Jolie has remade Lady Croft in her own image, transforming the virtual vixen into a likeness of herself. And it has paid off. Thanks to Jolie's star power, *Lara Croft: Tomb Raider* raked in over $300 million.

But a lot has changed since the film was released back in the summer of 2001. Moviegoers expect more. Heck, we *gamers* expect more. It's not enough to grab onto Lara's holsters and hope for another wild ride at the box office.

The good news? The people at Paramount agree. That's why they've hired a new director. That's why they've written an actual story. That's why they've kept the action hot while making sure the character development is even hotter. And that's why we've got five reasons you should look forward to *Lara Croft and the Cradle of Life: Tomb Raider 2*, set to hit theaters July 25.

1. THEY'VE LEARNED THEIR LESSONS

Producer Lloyd Levin, director Jan de Bont (*Twister*, *Speed*), and even the game's creators at Core agree that the first film had a remarkably weak story. It's a concession that's rare in Hollywood, and one that could give Paramount's newest movie franchise very long legs—if the second film delivers on the promise that fans had hoped for the first time.

"We learned a lot of lessons on the first movie," explains Levin. "We're staying away from the cartoony stuff we did in the first film. This one employs a whole new visual style. It's more realistic, edgier...more dimensional. It offers a much more complex palate than the first one."

Levin also realizes that "the success of the first movie was fueled by the game players," and hopes that an improved sequel "will play to a broader audience." The fact that this film began with a completed script, something the original never had, bodes well.

2. LARA GETS REAL

Levin is quick to admit the first film didn't challenge its Oscar-winning actress (who's signed on for three films). After several cuts, the movie turned into nothing more than a series of blustery action sequences. This time around, Jolie—who's more comfortable with Lara Croft now—will be allowed to emote.

"In the first film, we had to walk that fine line between the game and reality," Jolie tells us. "Now, we can just make Lara that much more human. For me there was also that first time I had to walk out in shorts and some tight outfit—I personally just found that really uncomfortable. And now I don't mind. I've gotten into enjoying being her, whereas last time I still found it ridiculous when I looked in the mirror."

Even de Bont was surprised by how in tune Jolie was with Lara. He should know, since he's a *Tomb Raider* fan, thanks to his 12-year-old son, who has played the games. After failing to get the directing gig on the first film, de Bont was thrilled to help set things right with the franchise.

"Story's very important for a successful movie," says de Bont. "You need coherent story

OVERHEARD "No smoking, no full frontal nudity, and, uh, I don't think she can kill puppies, or something like that." —Producer Lloyd Levin on Core's Lara Croft restrictions

BOOB RAIDER
Wanna peek at Jolie's juicy jubblies? Rent these: *Gia*, *Original Sin*, and *Foxfire*.

photos: Copyright 2003 by Paramount Pictures

and meaningful relationships, otherwise the movie is a bunch of action sequences. We deliver on both counts. We have the action and a good story and strong characters."

"A lot had to be established in the first one, so we didn't have time to get into who Lara is—what she fears, what she loves, what makes her laugh, what she finds sexy—all the things that make for an interesting film," Jolie says. "It's been great to explore those things and put her in situations where she's forced to come out of her stoic exterior."

3. IT'S GOT A LIVE SHARK!

Don't worry—there's still plenty of action. "We upped the action quotient in this film, which has two to three times more than the first one," Levin promises

As was the case in the first movie, the fearless Jolie performed most of her own stunts. And the stunts are much more extravagant now, thanks to a story by Levin and Production Designer Kirk Petruccelli.

"Angelina will train and try almost anything," says second-unit Director Simon Crane. "She'd make a great stunt person if she wasn't such a great actress."

Along the way, the adventurous Jolie suffered a few injuries. "I'm missing a slight piece of my right elbow," she laughs, explaining that a boat collision was the cause. "And a shotgun shell went in my eye, but that was more of a funny thing that just stalled us for a few hours."

"In the first film, we had to walk that fine line between the game and reality. Now, we can just make Lara that much more human."

Neither Jolie nor Lara has a problem with heights, as evidenced by the film's skydiving sequence. On the second day of *OPM*'s exclusive set visit, the actress spent most of the afternoon climbing atop a 60-foot statue of Alexander the Great—without a safety harness, at times.

Jolie also had the chance to learn Kendo, to perfect a 27-point military rifle drill (used in combat against sword-wielding enemies), and to fire weapons underwater. She also begged to film one highlight of the waterlogged script (which includes jet skis, underwater bike rides, and escaping a flooding tomb): an encounter with a real shark. The producers, though, deemed the stunt too dangerous and used a double and computers to finish the sequence.

When the extravagant stunts were beyond human daredevils, the film employed computers to make the impossible possible—like a motorcycle race across the Great Wall of China. "This film is much more involved with special effects, not just in quantity, but in the ambitions of the CG," says Levin. "We have a wider variety of effects that are being employed in more interesting ways."

4. SCINTILLATING SETTINGS

In a sly reference to *Tomb Raider: The Last Revelation*, the movie opens with an action sequence that leaves Lara believed dead and buried in a tomb destroyed by a volcanic eruption. After that, the movie turns into an elaborate treasure hunt.

The Cradle of Life sends Lara on a search for Pandora's Box that spans China, Greece, Hong Kong, Tasmania, and Kenya. Although some were filmed on location, many sequences took place on massive sets built on London's famed Pinewood Studios. "The settings offer greater variety, from ancient to mythological to futuristic," Levin says.

As is typical in Hollywood, everything is bigger in this $100 million sequel. Paramount spared no expense on the film's sets. One of the most impressive was built outside: The Pagoda Square set re-creates, in unbelievable detail, a small city square in Shanghai, adorned with flashy lights, quaint store fronts, and a large temple in the center. In the film, it's the setting of a nighttime action sequence in which Lara rides a neon sign across the town's rooftops and faces off against an army of baddies who land in a helicopter in the center of town. She escapes by riding a pair of bulls through the streets, guns blazing.

Another large outdoor set is the Balikal Prison in Kazakstan, complete with tanks and cannons. Lara must infiltrate the prison and rescue Terry Sheridan (played by Gerard Butler). Sheridan and Lara develop a relationship during the adventure.

Inside the studio's massive 007 Stage (so called thanks to the many Bond films made here) are two huge sets. One hosts a petrified forest—which, in the film, appears toward the end of the adventure, with CG shadow warriors battling Lara and her entourage as they close in on Pandora's Box. The other is the locale for the film's first scene: The Luna Temple is a massive tomb built on a 30-degree angle that's flooding with water. A 60-foot bronze statue of Alexander the Great is the centerpiece of the tomb, which also includes massive statues of horse-drawn gladiators and a shark-infested pool of water.

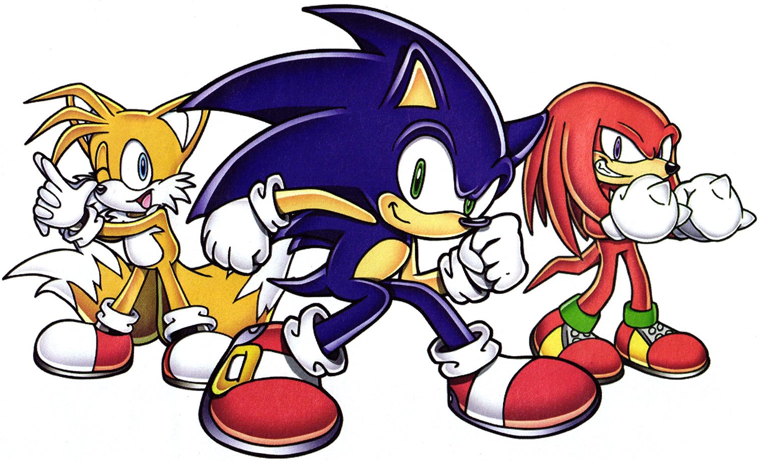
Toward the middle of the film, Lara travels to China to explore yet another tomb. The studio set features 60 terracotta stone warriors—which, unlike the stone monkeys in the first film, do *not* come to life. This time around, Lara battles Chinese henchmen, destroying the statues along the way.

The movie uses Wales to double for China (Paramount hired every Chinese-food restaurant employee in town as extras) and even filmed a sequence on an active volcano in Africa, complete with rescue choppers ready to whisk the crew away to safety.

5. PUSHING THE BOUNDARIES

Although Jolie doesn't wear Lara Croft's trademark shorts in *Cradle of Life*, she does sport seven sexy outfits, including a bikini. But what many fans remember most fondly from the first film is that tantalizing glimpse of Lara in the shower. Well, things get even sultrier in the sequel, thanks to a sex scene that de Bont promises will "push the boundaries of PG-13. It's very sexy."

–John Gaudiosi



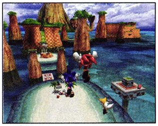
SEGA'S SONIC BOOM

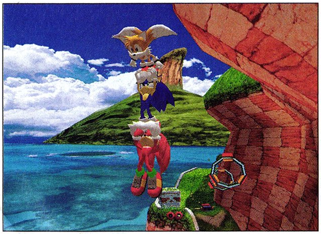
The rebirth of Sega...again! How many times is that now?

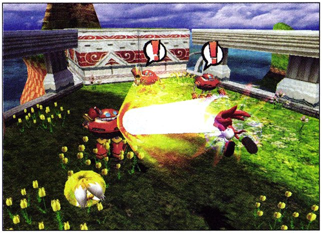
Sonic the Hedgehog may be the hardiest character in gaming. Outside of his marquee appearances, the poor guy's name has been dragged through the muck, thanks to a host of bad handheld games and latter-day "collections" offering very little that hasn't been seen before. Yet somehow, Sonic's appeal remains strong.

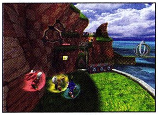
Sega's decision to sustain Sonic in the post-Dreamcast era has been hindered by its questionable resistance to bring its mascot to the largest audience in gaming. Why the steady flow of GameCube remakes? Who knows?

Finally, common sense has prevailed. At E3, Sega unveiled *Sonic Heroes*, its first *Sonic* game for PS2. Unlike previous *Sonic* titles, *Heroes* is more than a 3D platformer played at warp speed; now, it's all about cooperation. You control three characters (these screens show Sonic, Tails, and Knuckles, but other teams include the Chaotix group populated by a bunch of bad guys) that collaborate to solve puzzles and collect rings. It's *Sonic*'s first major gameplay change since his move to 3D four years ago. One editor described *Sonic Heroes* as "Sonic Team's version of *Lost Vikings*" (an ancient game by Blizzard, recently re-released for Game Boy Advance). We'll have more screens and info next month.









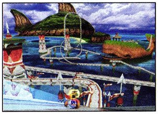


Illustration by Crystal McNair

ALLEGEDLY...
During the development of *Sonic 2*, *Sonic* creator Yuji Naka attempted to throttle then-coworker Mark Cerny.

WHO WILL SEGA MERGE WITH?

Sammy's out...so is it EA? Namco? Microsoft?

Gamers were flummoxed by the news in March that Sega and Sammy were to merge operations in Japan. Sega, which has had trouble finding its feet since pulling out of the hardware business in 2001, is still a highly regarded, if somewhat quirky game developer and publisher. Sammy, also a unique team, is predominantly in the business of Japanese pachinko machines (imagine a combination of pinball and slot machine that's quite stupendously boring and yet *beloved* by Japanese folks). The rumored partnership certainly wouldn't have set the companies on the road to world domination, but they would have complemented each other quite nicely, thank you. Boring? Oh, yes. Sensible? Of course—that's what Japanese businesses do best.

But news emerged in late May that the partnership had been suddenly called off, dashing all hope of a *Virtua Crazy Sonic Happy Samurai Pachinko* title. Third parties continued to circle around Sega (both Electronic Arts and Microsoft were said to favor Sega as a turnkey opportunity to become "big in Japan"), but it turns out that leaked news of an offer from Namco is what finally broke things down between Sega and Sammy.

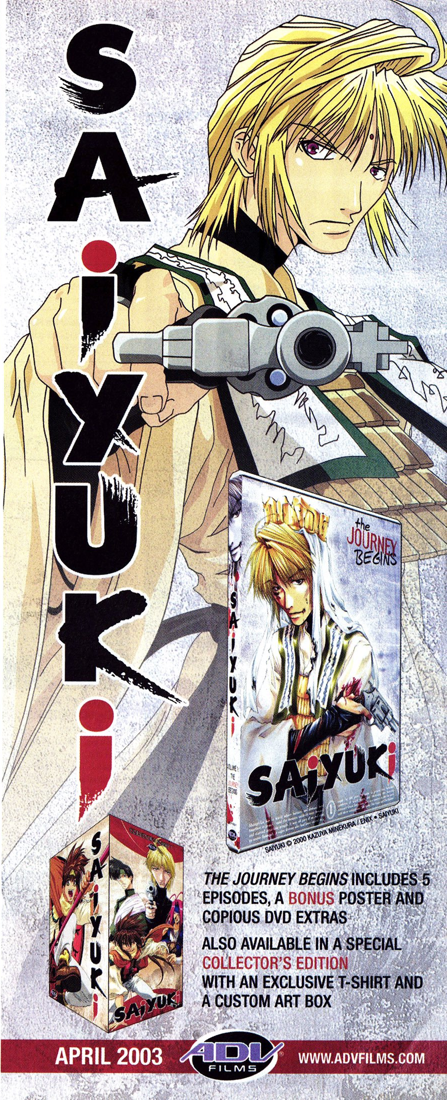
"[Sega] has betrayed and embarrassed us," a senior Sammy executive said in late April. "We don't really care [if the deal goes through or not] anymore."

Well, that much is clear. It didn't. Nor did the Namco deal, leaving Sega jilted twice.

> **"[Sega] has betrayed and embarrassed us. We don't really care [if the deal goes through or not] anymore."**

SONIC HAPPY MEAL?

In late June, McDonald's will introduce one of its largest-ever Happy Meal promotions. Hand over $1.99 for your tiny burger and fries and they'll be accompanied by one of six electronic games featuring either *Sonic the Hedgehog* or *Super Monkey Ball*. The games are apparently some of the most advanced bits of tat that have ever been shoved in a box along with a slice of microwaved cow flesh.



SAIYUKI © 2000 KAZUYA MINEKURA / ENIX • SAIYUKI

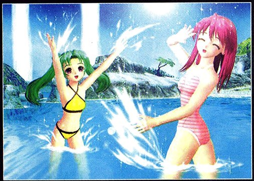
THE JOURNEY BEGINS INCLUDES 5 EPISODES, A BONUS POSTER AND COPIOUS DVD EXTRAS

ALSO AVAILABLE IN A SPECIAL COLLECTOR'S EDITION WITH AN EXCLUSIVE T-SHIRT AND A CUSTOM ART BOX

APRIL 2003 ADV FILMS WWW.ADVFILMS.COM

www.gamefly.com
www.gamelender.com
Two terrific online rental sources.

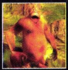
ONLY IN JAPAN



YUMERIA

Pac-Man, Ridge Racer, Tekken—just some of the venerable franchises produced by Namco. Universally respected as it might be, even Namco has a few skeletons in its closet. For every *Soul Calibur* there's a...*Yumeria*. Well, let's be fair: *Yumeria* isn't a bad game. For all we know, *Yumeria* may very well be a great game. From the pictures, you'd assume this is one of those wacky Japanese dating sims. You'd be wrong. Although it shares the same basic gameplay angle (chat it up with cutesy anime girls), there's also an action-shooter portion—and the main object of the game *isn't* getting the women in the sack. Instead, it's rather more insidious. There's a convoluted plot involving a character literally plucked from your dreams (predictably, she's young, cute, and "willing"), along with a disturbing dreamworld where girls wear cat ears. But the most striking thing about these girls is their age. The "grandmother" of the bunch is 22, while others clock in as young as 14. This wouldn't be so disturbing if *Yumeria* wasn't so, er, hands-on. Literally. Your hand appears while conversing with the characters, and you can touch them to change the outcome of events. Before slipping into the brief and totally bizarre shooter segments, various parts of the girls' bodies will light up, and touching them in the right spots leads to maximum effectiveness. You're not giving a kindly pat on the back here, either—among areas lit up for touching with a gentle stroke is the, um, lower pelvic region. Given the apparent age (even the 22-year-old looks underage) of the characters, this makes us somewhat uneasy. Don't look for *Yumeria* to come over to America anytime soon—although we'd be lying if we said we weren't hoping for Namco to bring it here, if only to see just how on Earth they'd explain this.

OTHER HANDS-ON GAMES



Black & White (PC): How better to control a God game than with, say, the hand of God? An innovative interface saw your hand controlling everything—from disciplining your creature with a sharp slap to "pleasuring" it....

Wario Ware (GBA): Among this brilliant collection of manic microgames is one where the object is to stick your finger up your nose. Now, that's hands-on.

SUMMER LOVIN'

Beat the heat with our summer rental roundup

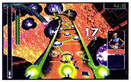
Sunshine is bad for you. Barbeques are bad for you. Getting bitten by a poisonous jellyfish, then curling up into a ball as your throat constricts and your body spasms, is *really* bad for you. So what to do during those dog days of summer? Lock yourself indoors and play videogames! Assuming you've already made your way through the blockbuster releases, we've prepared a dozen top rental choices for some gaming goodness that you might have otherwise overlooked.

Breath of Fresh Air Why don't you sample something new?	**Limited Appeal** Best to try it before you buy it.	**Short but Sweet** Perfect for a quick summer fling.	**Must Play** It's just too hot to miss out on.
Good but Flawed Kinda like a day at Six Flags.	**Play With Your Pals** Cool down with a few buds.	**Weird and Wacky** These games are crazy from the heat.	**Rental Only** What to do on a dull, rainy day.

.hack (series)

★★★★ **Bandai**

Diligent gamers can finish the first over a long weekend—but then, you'll be hooked. No problem! Just rent *Part 2*. While you're at it, don't miss the separate anime DVDs.



Amplitude

★★★★ **Sony CEA**

Hey, now. You're a rock star. Get your game on. Go, play. The best news: There's no Smash Mouth anywhere to be found in this stellar but short-lived music game.

Auto Modellista

★★½ **Capcom**

The solo game might be as fun as sitting in a closed garage with the car engine running, but the online modes make this visually sumptuous game worth a weekend whirl.

MGS2: Substance

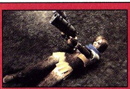
★★★★★ **Konami**

If you haven't yet played *MGS2*, then you're probably too poor to afford a PS2. If you have, then you'll still want to rent *Substance* for all the extra gameplay goodies.

Breath of Fire: Dragon Quarter

★★★★ **Capcom**

So you die, then start over, again and again. That's part of the game. Hey, we love it—but it's quirky enough that you'll want to try before you buy.



Chaos Legion

★★★½ **Capcom**

Stupendous hack-n-slash action that's perfect for a rainy afternoon. We just wish the RPG elements were a bit better. The artsy-fartsy overload is a tad cheesy, too.

Clock Tower 3

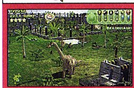
★★★ **Capcom**

We thought it fell flat in the fright department, but other gamers found the wacky story to be *totally* creepy. Either way, it's a solid quick fix for survival-horror fans.

Colin McRae Rally 3

★★★★★ **Codemasters**

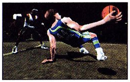
It's just you against the road and the clock. Yep, it's the anti-NASCAR—which is swell in our books. Try it for a different take on car racing.



Jurassic Park: Operation Genesis

★★★★½ **Vivendi Universal**

Serious PC-style strategy (you build your own theme park... with dinosaurs!) that's seriously fun. Not your typical console fare, though.



NBA Street Vol. 2

★★★★★ **EA Big**

Yeah, we know tons of you already *own* this, but we still need to give it a holler for all you sports hatas. Grab some pals and check this out—it might change your mind.

Primal

★★★★ **Sony CEA**

This may be the best puzzle-based adventure since *Ico*. But, still...it's no *Ico*. Some of you will love it, others will be bored, and plenty will hate the geeky Gothness of it all.

ZOE: 2nd Runner

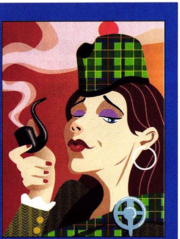
★★★★½ **Konami**

A chaotic yet brilliantly visceral game. Translation: It looks darn-freakin' awesome. It has also got some of the slickest mech action around. Too bad it's all over so quickly.

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake



All kinds of things are happening in the coming year, but with *Metal Gear* and *Gran Turismo* already out of the bag, what's the big gossip?

FINAL FANTASY XII

Beyond the major games announced at E3, what else is there that's mega huge to look forward to? Don't forget that there's another *Final Fantasy* set to rear it's gorgeous-looking head in the coming months. Early rumors that *XII* would make it to U.S. gamers before *XI* crashes its way into our online lives are looking to be unfounded. Expect the game to emerge in late 2004, with screens and info probably starting to turn up by this fall. What we do know so far is this: It's a single-player game, not online, but it may have some online elements (think downloads, minigames, and more). The game is being overseen by Yasumi Matsuno (*FF Tactics*, *Vagrant Story*) and Hiroyuki Ito (*FFIX*). Early speculation has it likely to be a dark, broody affair, thanks to Matsuno's influence. Early images that have appeared in job postings in Japan certainly imply something with more in common with *FFIX* (plenty of airships—although that's nothing new).

VII-2

Keeping with the Square Enix news, I hear that *Kingdom Hearts 2* is still possibly in question with Tetsuya Nomura and his chums. Why? Hold onto your hat here...it's because Nomura still really, really, *really* wants to do a proper sequel to *Final Fantasy VII*. Imagine something in the vein of *FFX-2*: same cast, amazing visuals, and an extension of the story that everyone loves so much.

MIDNIGHT CLUB 3

Everyone seems to love *Midnight Club 2* (editor-in-chief Davison especially), so it's no surprise that rumors are already circulating about another sequel. For the third installment, expect customizable cars, greater emphasis on online play, and lots of drag racing.

SLY RETURNING?

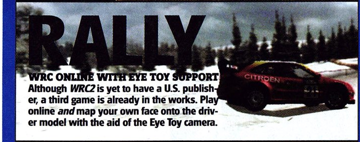
Jak and Daxter are back, *Ratchet & Clank* are back...but what about *Sly Cooper*? I'm hearing that we may start to see early info on a *Sly* sequel by early 2004.

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com

DEUS EX

EXCLUSIVE DX GAME ON PS2?
***DX2* may well be Xbox and PC only, but word is out that an exclusive game for PS2 is in the works at Ion Storm. Apparently, it plays more like *Max Payne* than *Deus Ex*.**



RALLY

WRC ONLINE WITH EYE TOY SUPPORT
Although *WRC2* is yet to have a U.S. publisher, a third game is already in the works. Play online *and* map your own face onto the driver model with the aid of the Eye Toy camera.

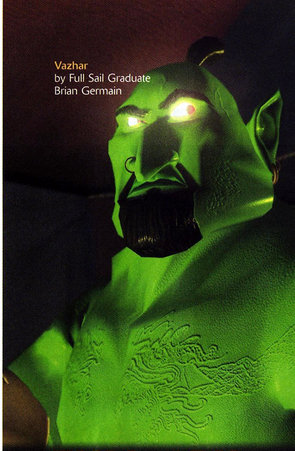
RASH

NEW ROAD RASH COMING
Those busy Canadians at Electronic Arts' studio in Vancouver are apparently hard at work right now on revitalizing the *Road Rash* franchise. Expect a renaissance as impressive as *Need for Speed*.

DANCIN'

WITH AN EYE (TOY) ON THE DANCE FLOOR
Wondering what possible fun the Eye Toy could really be? Imagine what a dancing game could offer by watching you get your groove on. At least two teams are rumored to be working on concepts.

illustration by Greg White


Vazhar
by Full Sail Graduate
Brian Germain

FULL SAIL®
Real World Education

School of:
- Game Design and Development
- Computer Animation
- Digital Media
- Film
- Audio
- Show Production

800.226.7625
www.fullsail.com

- Financial aid available to those who qualify.
- Job placement assistance.
- Accredited college, ACCSCT.

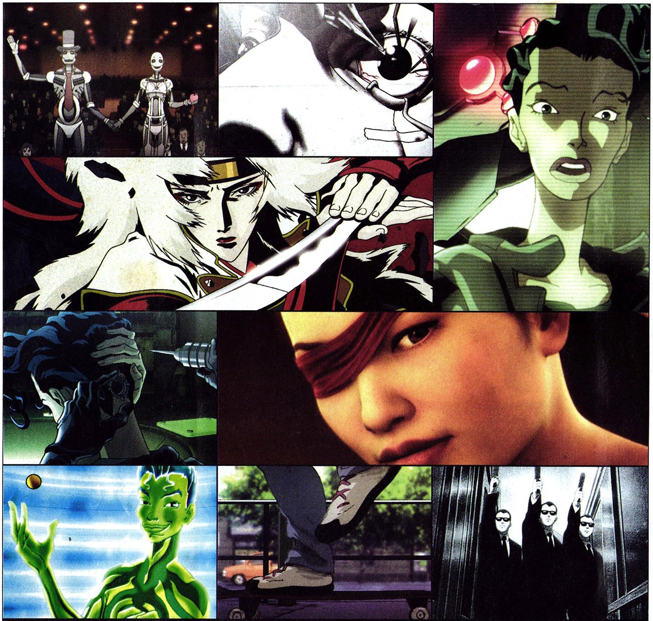
3300 University Boulevard • Winter Park, FL 32792

© 2002 Full Sail, Inc. All rights reserved. The terms "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.

CLOSE CALL
Both Ewan MacGregor and Will Smith were approached to play Neo in *The Matrix*. And Val Kilmer nearly ended up as Morpheus.

DVD REVIEWS

By John Scalzi

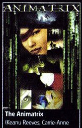


THE ANIMATRIX

Nine new ways to jack into the Matrix

Matrix masterminds the Wachowski brothers know what side their bread is buttered on—*The Matrix* and its sequels may be massive popular hits, but they're also something close to religion to a whole load of geekoidial fanboys (and girls). For these, the brothers have sent a mash note in a language every geek can understand: anime. *The Animatrix* is an expansion of the *Matrix* universe by way of nine roughly 10-minute short films, created in varying animated styles (but most relating to anime in some way), and all nine inform and explore the Matrix in fascinating and sometimes surprising ways.

The segment that has gotten the most attention is actually the most conventional: "The Final Flight of the Osiris," the computer-animated segment created by Square. The computer-animated humans have gotten better since *The Spirits Within*, but the story is a straight-ahead segment setting the scene for *Matrix Reloaded* and the *Enter the Matrix* game. The variations are more interesting: "The Second Renaissance" segments are a horrifyingly graphic but compelling telling of the war between humans and machines, while "Matriculated" suggests another option for man and computer besides war. A couple are pretty much what you expect storywise, but each comes with its own groovy visual style.



The Animatrix
(Keanu Reeves, Carrie-Anne Moss)

DVD extras focus on the animators, many of whom are anime superstars, including Shinichiro Watanabe, Koji Morimoto, and Mahiro Maeda; there's also a preview for the *Enter the Matrix* game, as if you haven't bought it already.

Movie Score: ★★★★
DVD Extras Score: ★★★½

UPCOMING DVD RELEASES

June 3, 2003
- About Schmidt
- The Animatrix
- Die Another Day
- Empire Records
- The Incredible Hulk: OTP
- Invincible
- South Park: Season 2
- Star Trek DS9: Season 3

June 10, 2003
- The Brady Bunch Movie
- Buffy the Vampire Slayer: Season 4
- Murphy's War
- Old School
- Tears of the Sun
- A Very Brady Sequel

June 17, 2003
- Deliver Us From Eva
- Stargate SG-1: Season 3

June 24, 2003
- Cowboy Bebop: The Movie
- Dark Shadows Collection 6
- Freeway
- The Hours
- Just Married
- Kangaroo Jack
- Mutant X: Season 1, Disc 1
- Punch Drunk love

ABOUT SCHMIDT

(Jack Nicholson, Kathy Bates)

Jack Nicholson is so identifiable that he is perhaps the only actor in the history of film ever to get an Oscar nomination for playing the exact opposite of himself: Warren Schmidt is a retired actuary from Nebraska who has no interests and is wholly uninteresting, and to see Jack shoehorn into such a bland character must have tickled all his pals in the Academy to no end. What's really impressive is that Nicholson makes you feel for the guy, not because he's Jack playing a schlub, but because Jack lets the schlub inside come out for a couple of hours, and he's fascinating and sad all at once. It's a side of Nicholson you haven't seen before. The film also has a side of Kathy Bates you've never seen before either, but that's because she has a nude scene. Hey, she got an Oscar nod, too. Let's see you do that, naked in a hot tub. DVD extras: a stack of deleted scenes.

Movie Score: ★★★★
DVD Extras Score: ★★

WELL, DUH

Halle Berry and Kim Basinger are the only Bond girls with Oscars—but Basinger earned hers 15 years after her Bond appearance.

DID YOU KNOW?

Jennifer Hale, the voice of Elektra in *Cowboy Bebop: The Movie*, also played Emma in *MGS2*.

DELIVER US FROM EVA

(LL Cool J, Gabrielle Union)

LL Cool J is one of those rapper/actors who is more fun to watch than most of the movies he's in, so it's nice to have him show up in a film that's not like stabbing yourself in the eye with an unbent paper clip from start to finish. *Eva* is a perfectly nice take on *The Taming of the Shrew*, in which LL Cool J takes five grand to convince Eva (Gabrielle Union) he's in love with her. Yeah, tough gig. Absolutely nothing about this is original (you know she'll find out, but they'll both eventually fall in love, blah blah blah), but it's nice enough, and given LL Cool J's track record, it could have been a lot worse. Extras load up on director commentary, videos, deleted scenes, and a making-of feature.

Movie Score: ✪✪✪

DVD Extras Score: ✪✪✪

DIE ANOTHER DAY

(Pierce Brosnan, Halle Berry)

James Bond has lately had a direct challenge to his spy-caper throne in the form of Vin Diesel and his traveling trunk of muscles. *Die Another Day* shows that you can poke holes in the Bond formula, but you can't really knock it down. Ever so slightly tougher than usual and featuring a Bond Girl (Halle Berry) who is so ass-kicking they're spinning her character off into her own series, *Die* chugs along with the usual world-dominating villains with silly headquarters and totally enjoyable action sequences. Plus, Brosnan keeps getting better. No one does Bond better than Bond; as long as you don't expect anything more from it than what it is, you should have no complaints. Nice extras, including separate commentaries from the director and Brosnan, a feature on the gadgets, a making-of for the opening sequence, a Madonna video, and a making-of for the Madonna video. Hey, Madonna: Sit the hell down.

Movie Score: ✪✪✪◐

DVD Extras Score: ✪✪✪◐

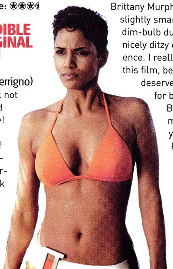
THE INCREDIBLE HULK: ORIGINAL TELEVISION PREMIERE

(Bill Bixby, Lou Ferrigno)

Back in day, Hulk not have Ang Lee and Jennifer Connelly! Hulk on TV! Was Bill Bixby most of time! Not to mention trapped in formulaic plots! Hulk angry! Hulk want script approval! They not give! Hulk smash trailer! Call agent! Agent say something about contract! Hulk confused! Now whole unpleasant TV show memory dredged up for quickie movie tie-in DVD! Hulk know that people buy only for DVD extras about Hulk movie special effects and introduction by Lou Ferrigno! He no speak in show, why now speak?! Hulk sulk! Hulk want hug!

Movie Score: ✪✪◐

DVD Extras Score: ✪✪◐



THE HOURS

(Nicole Kidman, Julianne Moore)

Nicole Kidman couldn't get an Oscar for playing a dancing hooker dying of tuberculosis, but she did get one for playing a suicidal author with a big fake nose. What lessons does this impart for today's actresses? Simply that if at first you don't succeed, die, die again. In fact, lots of death and suicides are attempted and completed in this film. There's also a lot of complicated and literary drama in the form of three separate story lines only tangentially related and yet somehow intimate with each other all the same. Kidman got her Oscar for being Virginia Woolf, but Julianne Moore and Meryl Streep, who anchor their own segments, are no less effective. Not a cheerful film, but a good one; it deserved its Oscar buzz and then some. Kidman, Moore, and Streep offer commentary, and the DVD also offers four making-of featurettes.

Movie Score: ✪✪✪✪

DVD Extras Score: ✪✪✪

JUST MARRIED

(Ashton Kutcher, Brittany Murphy)

Ashton Kutcher must be smarter than the characters he plays, because you could combine the IQs of the characters he plays in *That '70s Show*; *Dude, Where's My Car?*; and this film and still have lemurs running laps around the SAT scores. But that's his charm, I suppose: He's so goofily dim, it's hard to hold a deeply stupid film like this against him. And there's Brittany Murphy (playing the slightly smarter half of this dim-bulb duo), who has a nicely ditzy comedic presence. I really want to hate this film, because it deserves to be hated for being so lame. But I just can't manage it. Damn you, Ashton Kutcher! DVD stuff: commentary, deleted scenes with commentary, making-of, and Comedy Central features.

Movie Score: ✪✪◐

DVD Extras Score: ✪✪✪

OLD SCHOOL

(Will Ferrell, Luke Wilson)

Yeah, I have the dream that I go back to college and no one notices the bald spot, the wedding band, or the fact my memory stretches back before Avril Lavigne was a gamete. Be that as it may, it doesn't mean I actually want to go back to college; I might actually have to attend classes this time. So the conceit of *Old School*, in which guys—ahem—my age start up a fraternity and cause campus high jinks, just isn't working for me. But on the other hand, I get a kick out of watching Will Ferrell make an ass of himself over and over again—he's the modern master of self-assfacement, and it's a joy to watch someone so committed to his craft, you know? So there's that. Overall, it's a wash. However, the DVD extras look amusing: A cast commentary is sure to be a hoot, as are send-ups of "Academy consideration" ads and *Inside the Actor's Studio*. Plus, there are the usual deleted scenes and blooper reel.

Movie Score: ✪✪◐

DVD Extras Score: ✪✪✪

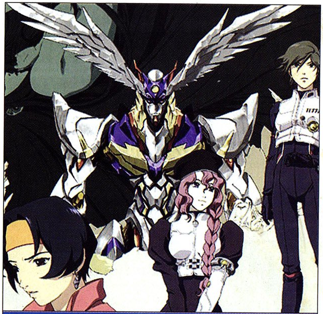
TEARS OF THE SUN

(Bruce Willis, Monica Bellucci)

One of the rare action films that actually tries to be about something—in this case, the horror of those genocides that flared up in Africa over the last few years. You remember those, right? No? Funny how the intermural slaughter of 800,000 friggin' people just managed to slip past us, eh? Anyway, in this cheerful backdrop, Bruce Willis and his crew of kick-ass Special Ops soldiers drop in to save a doctor (Bellucci) and along the way develop vestigial consciousness about what's going on around them. Oh, don't worry, there's plenty of action and explosions to go with the Jiminy Cricket moments. In the end, it doesn't all quite gel, but thumbs up all around for the attempt. DVD extras include commentary from director Antoine Fuqua (*Training Day*), a fact file on Africa, deleted scenes, and writer's observations.

Movie Score: ✪✪✪

DVD Extras Score: ✪✪✪



ANIMANIA!

From Japan with love

Film to Game and Back

The news of an upcoming PlayStation 2 *RahXephon* game from Bandai means it's high time to check out the latest in postmodern mecha action. By now, three volumes of the series should be available on DVD from ADV Films, and there's no reason not to check out top-flight mecha designer Yutaka Izubuchi's directorial debut. Does that name sound familiar? It should—he created the Ingram for *Patlabor*, the Nu Gundam in *Char's Counterattack*, and the awesome insectoid mecha of *Aura Battler Dunbine*.

Knockin' on Heaven's Door

If you missed the *Cowboy Bebop* movie when it hit theaters in April (hardly a crime, since it didn't go far beyond the art-house circuit), the DVD is on its way for release in late June. The disc packs great 5.1-channel surround sound, six behind-the-scenes featurettes, and two music videos set to the incomparable tunes of Yoko Kanno and SEAT BELTS. If you watch anything this summer, watch this.

Super GALS 6/24 Debut!

ADV Films brings out a savage sleeper hit in June with the first volume of *Super GALS*, a spastic comedy-parody with appeal far beyond the basic teenage-girl audience for which it seems to have been conceived. The concept is simple enough: Hip ko-gals hang out in Shibuya 24/7, killing time with romantic intrigue and fashion crimes that spiral completely out of control. Its frantic pace and over-the-top design draw far more laughs than you'd think.

Altered States

Bandai begins July with the first volume of *s-Cry-ed* (yes, that's the correct spelling), a quirky science-fiction series from the creators of the excellent *Infinite Ryvius*. The basic concept may not set the world on fire—genetically enhanced teenagers, aka Alters, raise hell in the near future—but the visual execution is a cut above and the script gives the characters more depth than you'd expect.

Nine Little Aliens

Also arriving in July is the first volume of *Alien Nine* from Central Park Media, a weird-beyond-belief comedy that pits roller-blading sixth-graders against the first wave of an alien invasion. Early accounts from fans of the Japanese version blend confusion and bewilderment with raving excitement, which is usually a pretty good sign. The creative team is all-star, including veterans of *Cowboy Bebop*, *Excel Saga*, and *Millennium Actress*.

–Dave Smith

DID YOU KNOW?
The Pixies' Black Francis went on to modest solo success as Frank Black.

SOUND STATION

By John Scalzi

Starring Wakeboarding Unleashed

JetPilot
Vans
SUPREME
PERFORMANCE
SEA-DOO
mastercraft

photo from Getty Images

The Greenhornes: *Dual Mono*

THE GREENHORNES

It sounds like all four members of the Greenhornes were trapped in a small room when they were children with nothing to listen to but LPs of early the Who, Van Morrison's Them, and maybe the Smithereens, just to reassure them that it was not, in fact, *actually* 1966. The end result: An album your dad's older brother would really groove to—and so will you, if you can dig its AM-quality modder-than-thou vibe. Highlight: the cool vamp "There is an End," with guest vocalist Holly Golightly. And if you get that joke, then this is the album for you.

Final Score: ★★★★

J. Geils Band: *The Morning After*

Recorded in an era in which a white man with a 'fro and mutton-chop was apparently a sexy look, *The Morning After* is your basic soul-infused rock, which makes for some fine listening if you can't seem to locate that Blues Brothers CD you snagged from the bargain bin a couple years ago. The irony here is that J. Geils is the genuine article, while the Blues Brothers are fictional, but isn't that just popular culture for you. If all you know about J. Geils is that "Centerfold" song that's endlessly recycled on Lite Rock, this will be a welcome change of pace.

Final Score: ★★★½

Pavement: *Crooked Rain Crooked Rain*

Crooked Rain Crooked Rain
Pavement

Pavement is one of the most influential indie bands of the 1990s—meaning that while every record-store clerk in every college town reveres them, the band didn't make enough money in an entire decade to move out of their parents' basements. *Crooked Rain* is as close as they got to the mainstream, and it's not really all that close, aside from "Cut Your Hair," which fairly seethes with resentment at being marginally conventional. It's your usual batch of "this could be a decent song if we didn't intentionally fiddle with it just to be difficult" tracks.

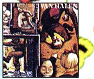
Final Score: ★★★½

The Pixies: *Doolittle*

The Pixies were every bit as indie and difficult as Pavement, yet nevertheless strangely more accessible—possibly because Black Francis was so clearly beamed in from another planet that you couldn't hold his freakishness against him. Or maybe it's because the Pixies actually tossed off a hit or two without sneering antipathy. *Doolittle* has the sing-songy "Here Comes Your Man" and the deeply weird "Monkey Gone to Heaven," the song that had late '80s college stoners wondering, "If man is five, the devil is six, and God is seven, like, who is *eight?"* The answer: Kim Deal, of course.

Final Score: ★★★★½

Van Halen: *Fair Warning*



It's one of the Roth-era Van Halen's lesser efforts, but that still makes it better than just about any Hagar-era disc. (Obviously, let us never speak of Gary Cherone.) Nonetheless, *Fair Warning* has the infectious, stupid bounciness of Roth, rock's answer to a sexually excitable Labrador retriever. Plus, there's Eddie, who's still the best living rock guitarist (much to the shame of every other rock guitarist in the last two decades). And when the two of them hit, like they do here with "Unchained," you can't stop them. No, you *can't.* Don't try. You'll hurt yourself.

Final Score: ★★★½

HALF-LIFE 2: EXCLUSIVE FIRST INFO & SCREEN SHOTS IN THE JUNE ISSUE OF COMPUTER GAMING WORLD

WINNING STRATEGIES: BF1942 & THE SIMS ONLINE

COMPUTER GAMING WORLD

THE BEST PC GAMING MAGAZINE

EXCLUSIVE FIRST INFO & SCREENS

HALF-LIFE 2

YES! IT LIVES!

The amazing sequel to the best shooter of all time—and we've got it!

Giant Previews Blowout!

JK: Jedi Academy
First screens and info

World of WarCraft
New class & tons of screens revealed!

PLUS: Medal of Honor: Pacific Assault, BF1942: Secret Weapons, Deus Ex 2

23 REVIEWS! Black Hawk Do
Indiana Jones & the Emperor's T
Rainbow Six 3: Raven Shield, more!

After five long years of silence, Valve spills the beans, and **CGW** has the first details on **Half-Life 2.** Pick up the June issue to read all about the biggest sequel of our lives!

#227 ON SALE NOW!

PLUS, THE FASTEST, EASIEST-TO-USE, MOST USER-FRIENDLY COVERMOUNT CD ON THE MARKET:

THIS MONTH FEATURING:

- RAINBOW SIX 3: RAVEN SHIELD
- TROPICO 2: PIRATE COVE
- 1503 A.D.: THE NEW WORLD
- PLUS LOADS OF INDIE GAMES!

COMPUTER GAMING WORLD

THE FIRST MAG AND THE LAST WORD IN COMPUTER GAMING

LOOK FOR CGW #227, FEATURING:

- GIANT PREVIEWS BLOWOUT OF HALF-LIFE 2, JEDI KNIGHT: JEDI ACADEMY, AND WORLD OF WARCRAFT 3
- WARREN SPECTOR ON DEUS EX 2
- 23 REVIEWS, INCLUDING FROM RAINBOW SIX 3: RAVEN SHIELD AND LASER SQUAD NEMESIS

ON-SALE JUNE 3, 2003

HELLO, GARVAS
Ever since *Yu-Gi-Oh* was replaced as the No. 1 PS1 game, we've missed you so!

BY THE NUMBERS

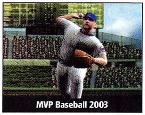
PS2 Top 20 Sales

If you were a chart—say, a chart of the 20 top-selling PS2 titles—and you weighed 10 pounds on Earth, how much would you weigh on the moon? And would you weigh more than, say, a pound of feathers?

One day, after much training, this charts-page editor will become a ninja. He will sneak around, just like in *Tenchu*, and steal the top spot on the charts. No one will expect it. Because he'll be a ninja.

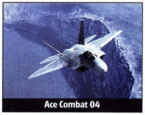
	Last Month	Title/ Publisher	Rating
1	—	**Tenchu: Wrath of Heaven** (Activision)	★★★
2	2	**The Getaway** (Sony CEA)	★★★★
3	—	**Def Jam: Vendetta** (EA Big)	★★★★
4	2	**Grand Theft Auto: Vice City** (Rockstar)	★★★★★
5	6	**Xenosaga: Episode 1–Der Wille Zur Macht** (Namco)	★★★★
6	4	**Yu-Gi-Oh! The Duelists of the Roses** (Konami)	★★◐
7	—	**MVP Baseball 2003** (EA Sports)	★★★◐
8	14	**SOCOM: U.S. Navy SEALs** (Sony CEA)	★★★★★
9	—	**Dynasty Warriors 4** (Koei)	★★★★◐
10	20	**NBA Street** (EA Sports Big)	★★★★★
11	15	**Gran Turismo 3: A-spec** (Sony CEA)	★★★★★
12	3	**The Sims** (EA Games)	★★★★
13	—	**Ace Combat 04: Shattered Skies** (Namco)	★★★★◐
14	11	**Tom Clancy's Ghost Recon** (Ubi Soft)	★★★◐
15	—	**Crash Bandicoot: The Wrath of Cortex** (Universal)	★★★◐
16	—	**The Simpsons: Road Rage** (EA Games)	★★★
17	—	**NFL 2K3** (Sega Sports)	★★★★◐
18	16	**Max Payne** (Rockstar)	★★★★
19	—	**ATV Offroad Fury** (Sony CEA)	★★★★
20	—	**Jak and Daxter: The Precursor Legacy** (Sony CEA)	★★★★★

Def Jam Vendetta



MVP Baseball 2003

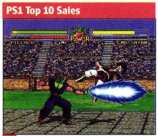
Dynasty Warriors 4



Ace Combat 04

Source: NPDFunworld TRSTS Service, March 2003. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the *OPM* staff.

PS1 Top 10 Sales

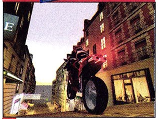


1	**DBZ: Ult. Battle 22**	Infogrames
2	**Mortal Kombat Trilogy**	Midway
3	**Shrek: Treasure Hunt**	TDK
4	**Bratz**	Ubi Soft
5	**Yu-Gi-Oh! Forbidden**	Konami
6	**Namco Museum Vol. 3**	Namco
7	**Beyblade**	Crave
8	**Tony Hawk 2**	Activision
9	**SpongeBob SquarePants**	THQ
10	**Spyro: Year of Dragon**	Sony CEA

Japan's Top 10 PS2 Games

1	**Arc the Lad**	Sony
2	**Tenchu 3**	From Software
3	**Super Robot Taisen**	Banpresto
4	**Master of the Drum 2**	Namco
5	**Doko Demo Issyo**	Sony
6	**Nechu Baseball 2003**	Namco
7	**Convenience Store 3**	Hamster
8	**Galaxy Angels**	Broccoli
9	**.hack Vol. 4**	Bandai
10	**WRC II Extreme**	Spike

Top 10 BLOCKBUSTER Rentals



1	**Midnight Club II (PS2)**	Rockstar
2	**Splinter Cell (PS2)**	Ubi Soft
3	**Def Jam: Vendetta (PS2)**	EA Big
4	**X2: Wolverine's Rev.**	Activision
5	**SOCOM: U.S. Navy SEALs**	Sony
6	**DBZ: Budokai**	Atari
7	**LOTR: Two Towers**	EA Games
8	**The Sims**	EA Games
9	**High Heat MLB 2004**	3DO
10	**The Getaway**	Sony CEA

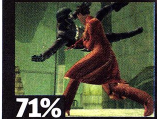
SOURCE: BLOCKBUSTER, WEEK ENDING APRIL 20, 2003

Top 10 Sales, All Systems

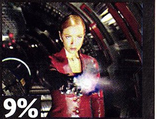
1	**Zelda: Wind (GC)**	Nintendo
2	**Pokémon Ruby (GBA)**	Nintendo
3	**Pokémon Sapph. (GBA)**	Nintendo
4	**Tenchu: Wrath (PS2)**	Activision
5	**The Getaway (PS2)**	Sony CEA
6	**Def Jam: Vendetta (PS2)**	EA Big
7	**GTA: Vice City (PS2)**	Rockstar
8	**Xenosaga: Episode 1 (PS2)**	Namco
9	**Yu-Gi-Oh! Duelists (PS2)**	Konami
10	**MVP Baseball '03 (PS2)**	EA Sports

Enter the Summer

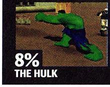
In our playstationmagazine.com poll, we asked which summer movie game gets you the hottest. *"Enter the Matrix,"* you said. Then you went back to listening to your Bananarama cassingles.



71% ENTER THE MATRIX

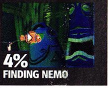


9% TERMINATOR 3



8% THE HULK

5% CHARLIE'S ANGELS



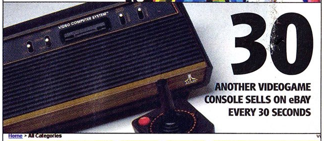
4% FINDING NEMO

Get Your Games on eBay

The ultimate auction site sells more than just oversized Chee-tos.

8

ANOTHER VIDEOGAME SELLS ON eBAY EVERY 8 SECONDS



30

ANOTHER VIDEOGAME CONSOLE SELLS ON eBAY EVERY 30 SECONDS

Home > All Categories
Price
Bids
Playstation game -- WAR JETZ -- new
PLAYSTATION GAMES LIKE NEW MINT COMPLETE
SONY PLAYSTATION 2 SYSTEM !!!!BRAND NEW!!!!
PLAYSTATION 2 DUALSHOCK 2 CONTROLLER NEW
$10.00
$20.00
$5.00
$6.50
$8.50
$75.00
$100.00
$170.00
$1.00
Buy It Now
Electronics & Computers
Toys & Hobbies (149)
Games (132)

19,000

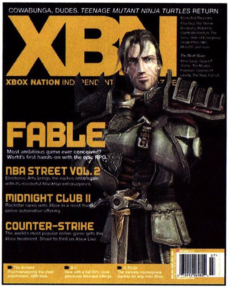
NUMBER OF VIDEOGAME LISTINGS ADDED TO eBAY EVERY DAY

$120 mil.

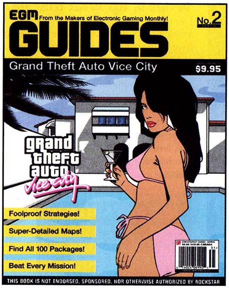
GROSS SALES IN THE VIDEOGAME CATEGORY ON eBAY IN 2002

ON-SALE NOW

LOOK FOR THESE SPECIAL ISSUES ON NEWSSTANDS EVERYWHERE!



COWABUNGA, DUDES. TEENAGE MUTANT NINJA TURTLES RETURN
XBN
XBOX NATION INDEPENDENT
FABLE
Most ambitious game ever conceived? World's first hands-on with the epic RPG.
NBA STREET VOL. 2
MIDNIGHT CLUB II
COUNTER-STRIKE



EGM From the Makers of Electronic Gaming Monthly!
No.2
GUIDES
Grand Theft Auto Vice City
$9.95
grand theft auto vice city
Foolproof Strategies!
Super-Detailed Maps!
Find All 100 Packages!
Beat Every Mission!
THIS BOOK IS NOT ENDORSED, SPONSORED, NOR OTHERWISE AUTHORIZED BY ROCKSTAR

From the same people who bring you Electronic Gaming Monthly, GameNOW, Computer Gaming World, Official U.S. PlayStation Magazine, and GMR. These special magazines can be found only on newsstands or through back order.

Look for Xbox Nation, EGM Guides: GTA: Vice City, and Pocket Games at Borders, Waldenbooks, Barnes and Noble, B. Dalton, Babbages, GameStop, Funcoland, Walmart, Kmart, Target, Walgreens, CVS, Kroger and Safeway.

ZIFF DAVIS MEDIA
GAME GROUP

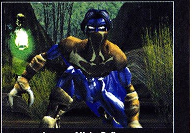
ELECTRONIC GAMING MONTHLY · OFFICIAL U.S. PlayStation MAGAZINE · COMPUTER GAMING WORLD · GAMENOW · GMR · POCKET games · XBN XBOX NATION

PREVIEWS

Welcome to the jungle, baby!

THIS ISSUE

64 Battlestar Galactica
67 Beyond Good & Evil
62 Buffy Vampire Slayer: Chaos Bleeds
60 Castlevania: Lament of Innocence
69 Chain Gang
60 Charlie's Angels
66 Crash Nitro Kart
74 Disgaea: Hour of Darkness
67 Dog's Life
74 Drakengard
70 FIFA 2004
73 Full Throttle: Hell on Wheels
62 Futurama
68 Gladius
65 The Great Escape
63 Harry Potter: Quidditch World Cup
68 Headhunter: Redemption
75 Ice Nine
64 The Italian Job
72 Legacy of Kain: Defiance



Legacy of Kain: Defiance

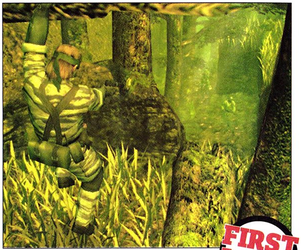
72 Lethal Skies II
61 Lord of Rings: Return of the King
61 Lord of Rings: Treason of Isengard
65 Medal of Honor: Rising Sun
56 Metal Gear Solid 3: Snake Eater
67 NASCAR Thunder 2004
70 NBA 2K4
70 NBA Live 2004
67 NCAA College Basketball 2K4
71 NCAA Final Four 2004
71 NCAA Football 2004
71 NCAA GameBreaker 2004
71 NCAA March Madness 2004
70 NFL 2K4
69 NHL 2004
67 Prince of Persia: Sands of Time
74 Romance of the Three Kindgoms VIII
65 Secret Weapons Over Normandy
67 Shrek 2: The Game
62 The Simpsons: Hit & Run
67 The Sims: Bustin' Out
72 Spawn
66 Spy vs. Spy
64 Star Trek: Shattered Universe
68 Street Racing Syndicate
69 Tiger Woods PGA Tour 2004
66 Vectorman
60 Virtual On: Marz
63 Worms 3D
63 The X-Files: Resist or Serve

METAL GEAR SOLID 3
SNAKE EATER

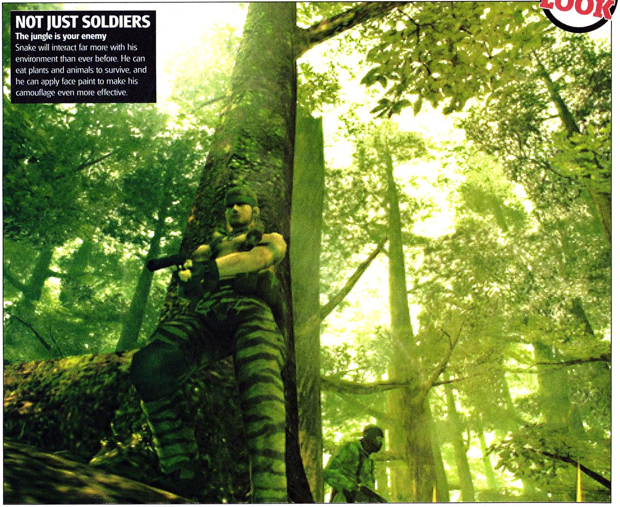
What is up with that name?

From what we've seen so far, there's very little evidence of actual snake eating—or, indeed, Snake eating—in *Metal Gear Solid 3*. We do have plenty of evidence, though, that Hideo Kojima will continue his efforts to impress our pants off. A brief glimpse at the spectacular screenshots on these pages proves one point quite loudly and clearly: *MGS3* significantly forwards the already amazing graphics of *MGS2*. The "accelerated" development period has the game arriving as "soon" as next fall, and you can bet your bottom dollar you'll see coverage of this baby just about every month between now and then. We've received few gameplay details so far, but we do know one thing: This time, it's all about the camouflage with comments made that "the jungle is your enemy". We can't wait.

Publisher: Konami **Developer:** Konami **Release Date:** Fall 2004



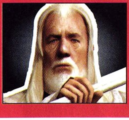
FIRST LOOK



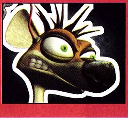
NOT JUST SOLDIERS

The jungle is your enemy

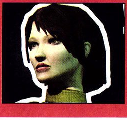
Snake will interact far more with his environment than ever before. He can eat plants and animals to survive, and he can apply face paint to make his camouflage even more effective.



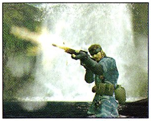
61
MAGICAL
Gandalf kicks some ass in *The Return of the King.*

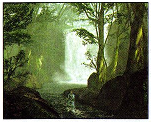


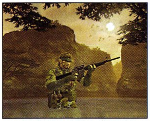
69
CRAZY
Laugh it up in *Chain Gang* from the developer of *Gex.*

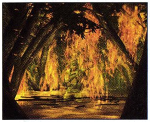


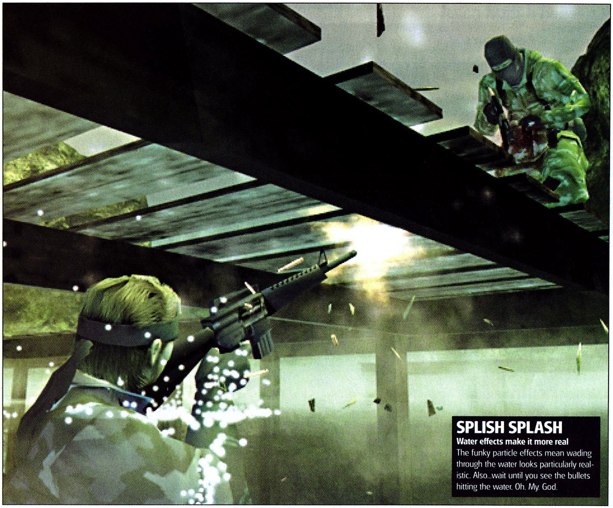
75
STEALTHY
First-person *Splinter Cell?* *Ice Nine* enters with a BAM!







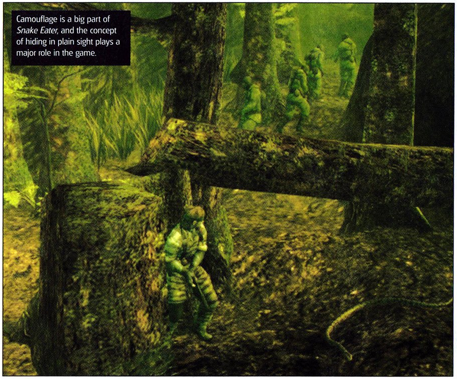




SPLISH SPLASH

Water effects make it more real

The funky particle effects mean wading through the water looks particularly realistic. Also...wait until you see the bullets hitting the water. Oh. My. God.



Camouflage is a big part of *Snake Eater*, and the concept of hiding in plain sight plays a major role in the game.

IT'S ALL CURVY

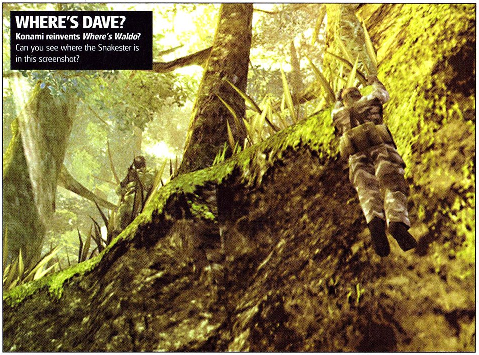
Organic environments a go-go

Previous *Metal Gear Solids* have relied heavily on environments constructed essentially of grids and corridors. *Snake Eater* completely changes things by providing open, organic environments that look like superdetailed *SOCOM* levels.

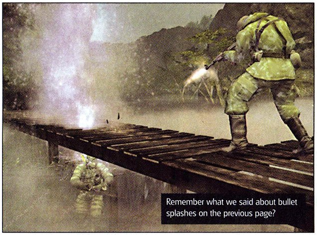
METAL GEAR SOLID 3
SNAKE EATER

So big it needed a third page!

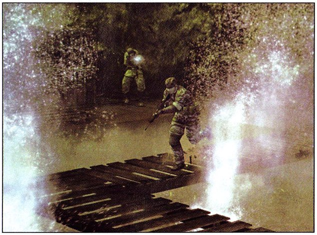
(continued from previous page) The last time we gave a game this much space in Previews was for *Metal Gear Solid 2*!

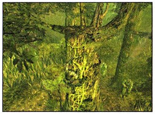


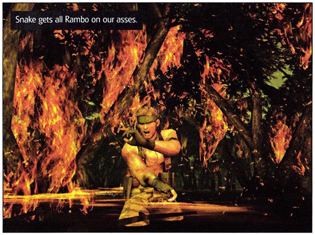
WHERE'S DAVE?
Konami reinvents *Where's Waldo?*
Can you see where the Snakester is in this screenshot?



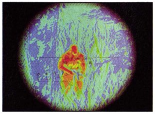
Remember what we said about bullet splashes on the previous page?







Snake gets all Rambo on our asses.

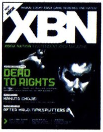


ARE YOU MISSING SOMETHING?

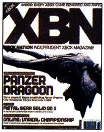
Order these back issues to make sure that you have a complete reference library of the most valuable tricks, cheats, and codes for all the top games on your console.

XBN
JET SET RADIO FUTURE

○ Xbox Nation
Premiere Issue
$12.00


XBN
DEAD TO RIGHTS

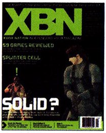
○ Xbox Nation
#2
$12.00


XBN
PANZER DRAGOON

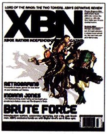
○ Xbox Nation
#3
$12.00

XBN
UNREAL GOES LIVE

○ Xbox Nation
#4
$12.00



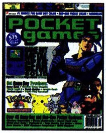
○ Xbox Nation
#5
$12.00


XBN
BRUTE FORCE

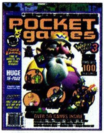
○ Xbox Nation
#6
$12.00

XBN
SOUL CALIBUR 2

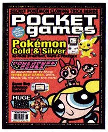
○ Xbox Nation
#7
$12.00


POCKET games

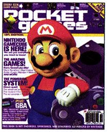
○ Pocket Games
Summer 2000
$12.00


POCKET games

○ Pocket Games
Fall 2000
$12.00


POCKET games
Pokémon Gold & Silver

○ Pocket Games
Summer 2001
$12.00


POCKET games

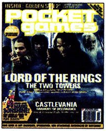
○ Pocket Games 7
Fall/Winter 2001
$12.00

POCKET games
SONIC
CRASH!
DOOM!

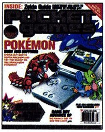
○ Pocket Games 8
Spring 2002
$12.00

POCKET games
YU-GI OH!
CASTLEVANIA

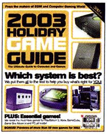
○ Pocket Games 9
Summer 2002
$12.00


POCKET games
LORD OF THE RINGS
THE TWO TOWERS
CASTLEVANIA

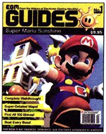
○ Pocket Games 10
Fall/Winter 2002
$12.00


POCKET games
POKÉMON

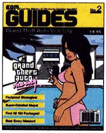
○ Pocket Games 11
Spring 2003
$12.00


2003 HOLIDAY GAME GUIDE
Which system is best?

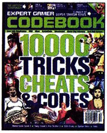
○ 2003 Holiday
Game Guide
$12.00


EGM GUIDES
Super Mario Sunshine

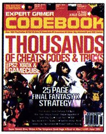
○ EGM Guides #1:
Super Mario Sunshine
$12.00


EGM GUIDES
Grand Theft Auto Vice City

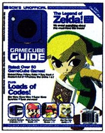
○ EGM Guides #2:
GTA: Vice City
$12.00


EXPERT GAMER CODEBOOK
10000 TRICKS CHEATS & CODES

○ Expert Gamer
Codebook #9
$12.00


EXPERT GAMER CODEBOOK
THOUSANDS OF CHEATS CODES & TRICKS

○ Expert Gamer
Codebook #8
$12.00


GAMECUBE GUIDE
The Legend of Zelda!

○ EGM's GameCube
Guide Winter 2002-03
$12.00

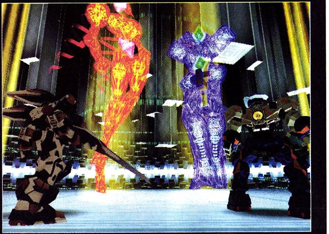
HOW TO ORDER:

Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to Ziff Davis Media, for the amount indicated for each magazine plus shipping and handling—add $3 for U.S., $3 for Canada and $5 for foreign orders—in U.S. funds only for each magazine! Orders should be mailed to:
Back Issues, 1411 Opus Place, Ste. 340, Downers Grove, IL 60515.
Price and availability subject to change without notice.

Dracula is backula!

LOTS OF POLYGONS

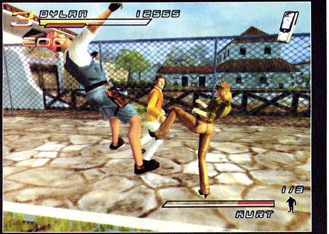
In their cinematic cut-scenes, each virtual Angel is made up of 45,000 polygons.

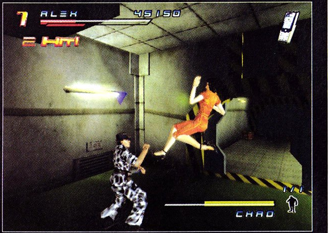


VIRTUAL ON: MARZ

It has a cult following, thanks to several iterations in arcades and on deceased Sega platforms, but *Virtual On* finally hits the big time with *Marz*. Picture *Armored Core* with an emphasis on all-out shooting action—it's fast, arcadey, and loads of fun. The best part? The controls can be configured so that the DualShock's analog thumbsticks work just like the "twin sticks" on the arcade unit!

Publisher: Sega **Developer:** Sega (Hitmaker) **Release Date:** October





CHARLIE'S ANGELS

Though it features virtual incarnations of real-life Angels Cameron Diaz, Lucy Liu, and Drew Barrymore, Ubi Soft's new game isn't based on the film *Full Throttle*. Instead, it's a beat-em-up with a new story line (a maniac billionaire is stealing the world's famous monuments) that allows the girls plenty of opportunity to kick ass. The coolest part? You can switch between Angels on the fly.

Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** June

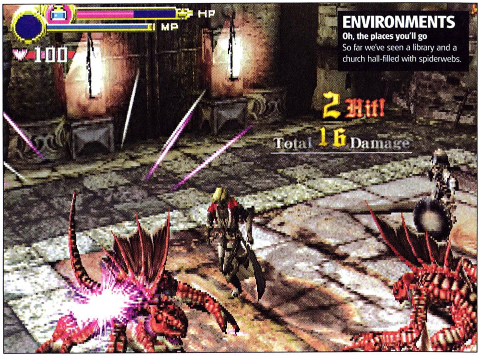
CASTLEVANIA
LAMENT OF INNOCENCE

Or lament the death of 2D

Well, here it is folks, the new *Castlevania* for PS2. And yup, just as we revealed a few issues back, it's entirely 3D. Don't care about the death of 2D gaming? Good, because there's little here to be worried about. Those who do care can take comfort in the fact that this is being developed by Koji Igarashi and his *Symphony of the Night* team. And he swears this will be the best *Castlevania* yet.

What we've seen so far has us believing. In motion, it looks a bit like *Devil May Cry*, but the emphasis is on adventure (the map once again returns). Believe it or not, it's the music that has us most impressed. It's from *Symphony* composer Michiru Yamane, so it sounds very similar to her previous masterpiece. Except it's even better.

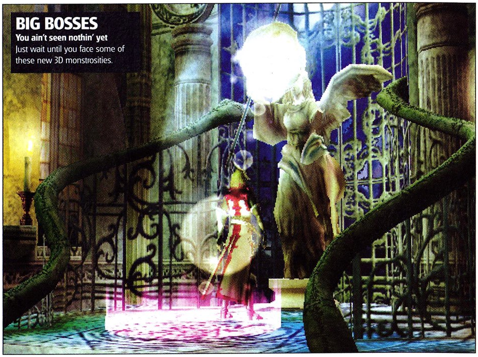
Publisher: Konami **Developer:** Konami **Release Date:** November



ENVIRONMENTS

Oh, the places you'll go

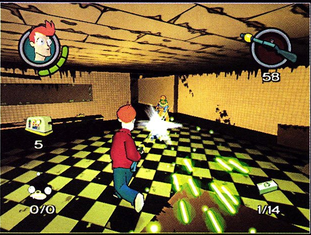
So far we've seen a library and a church hall-filled with spiderwebs.



BIG BOSSES

You ain't seen nothin' yet

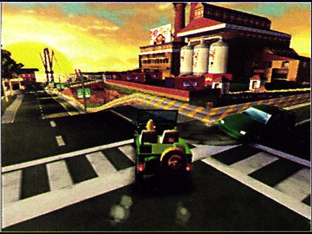
Just wait until you face some of these new 3D monstrosities.

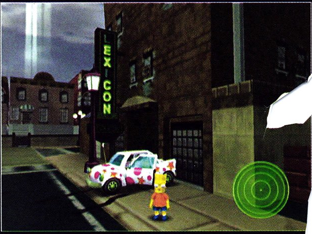


FUTURAMA

Long time coming? Yep. But fans of Fry and his fellow 31st-century misfits shouldn't mind much. After all, Fry had to wait 1,100 years to get a life, so what's the rush? A third-person shooter, *Futurama* lets you take control of Leela, Bender, and Fry as you battle through 25 levels. The game also includes original dialogue, cinematics, and music from the TV show's creative team.

Publisher: Sierra **Developer:** UDS **Release Date:** August





THE SIMPSONS: HIT & RUN

Take *The Simpsons: Road Rage*, add the capability to exit your vehicle and wander freely through Springfield (including building interiors), and mix in nearly 60 missions in which you control Homer, Bart, Apu, Marge, or Lisa. What do you get? We'll call it *Grand Theft Auto: Springfield* and let you figure it out. Oh, don't worry—Radical made *Road Rage*; *The Simpsons Skateboarding* was from someone else.

Publisher: Sierra/Fox Interactive **Developer:** Radical **Release Date:** September

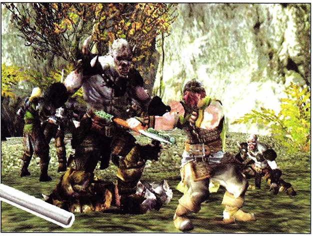
LORD OF THE RINGS
THE TREASON OF ISENGARD

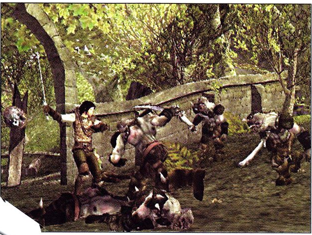
The Two Towers, renamed

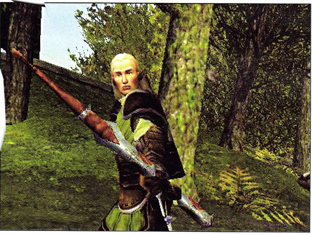
According to a Black Label representative, J.R.R. Tolkien's desired title for the second book of *The Lord of the Rings* was actually *The Treason of Isengard*—thus (with a little help from an already released EA game) the title change for a game that covers the events of *The Two Towers*.

Treason represents a dramatic departure from Black Label's last *LOTR* game, based on *The Fellowship of the Ring*. As well as updated character models, a new game engine, and two-player co-op throughout, *Treason* features three types of gameplay: hack-n-slash for Aragorn, Legolas, Boromir, and Gimli; stealth for Sam and Gollum (yes, Gollum!); and a top-secret gameplay device starring a top-secret character you can use during the storming of Isengard. (Think BIG!)

Publisher: Black Label Games **Developer:** Surreal **Release Date:** Fall

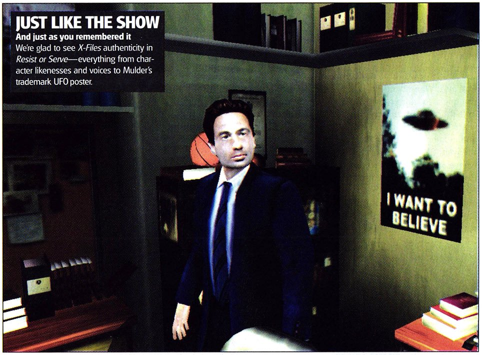






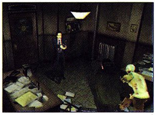
www.themareks.com/xf/
Confused about the sequence of major events in *The X-Files*? Visit this timeline!

6/21 Date of release for *Harry Potter and the Order of the Phoenix*, the series' fifth book.



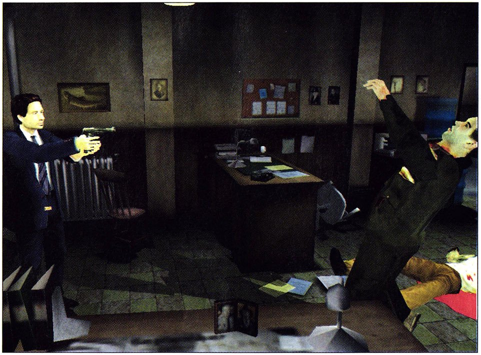
JUST LIKE THE SHOW
And just as you remembered it
We're glad to see *X-Files* authenticity in *Resist or Serve*—everything from character likenesses and voices to Mulder's trademark UFO poster.

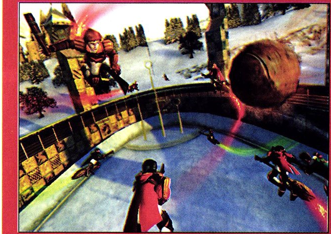
THE X-FILES
RESIST OR SERVE
The conspiracy continues

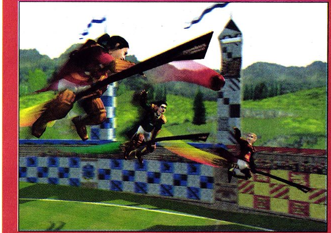


And you thought David Duchovny and Gillian Anderson were done with *The X-Files*. Television's favorite creepy-crime duo returns—along with pretty much anyone else you ever saw on the show (Skinner, the Smoking Man, the Lone Gunmen, and more)—to voice their roles in *Resist or Serve*. A license like *The X-Files* makes perfect sense for this game's survival-horror style. Set up as a series of three episodes that never aired during the show's pre-Doggett seventh season, the story sends Mulder and Scully everywhere from a small town in the Rockies to the bitter cold of Siberia. Revelations involving the mysterious black oil are promised, as are plenty of jump-out-of-your-seat frightening moments. Play this one alone and with the lights off.

Publisher: Sierra/Fox Interactive **Developer:** Black Ops **Release Date:** Late Summer



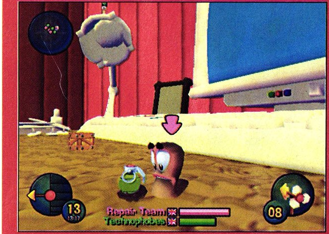




HARRY POTTER: QUIDDITCH WORLD CUP

If you were wondering why the Quidditch™ segments of previous *Harry Potter* games weren't exactly full-featured, this game is the reason. Now, you can really get your game on. Smack the Quaffle™ or chase the Golden Snitch™ as you represent any of the four Hogwarts™ Houses (you know: Gryffindor™, Slytherin™, Ravenclaw™, or Hufflepuff™), or play as teams from other countries™.

Publisher: EA Games **Developer:** EA UK **Release Date:** Fall

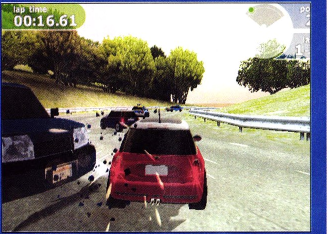


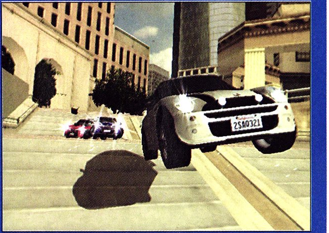
WORMS 3D

Strategy fans, this is your lucky day. One of the quirkiest, funniest, and most addictive turn-based strategies is making an appearance on the PS2, jumping from its 2D roots to full 3D. If you're not familiar with the franchise, it's a mostly projectile-based game of annelid combat, featuring such delightful weapons as the Holy Hand Grenade and Exploding Sheep, all set in randomly generated environments.

Publisher: Sega **Developer:** Team 17 **Release Date:** Fall

GOATEE = EVIL
The mirror universe in *Shattered Universe* is taken from an actual *Star Trek* episode.

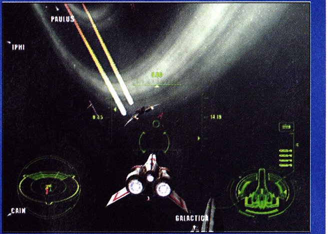




THE ITALIAN JOB

Paramount's film remake of the '60s flick *The Italian Job* essentially co-opts the original movie's plot and trademark use of the MiniCooper, and then does its own thing. Eidos' remake of Rockstar's stellar driving game based on the first film essentially does the same thing. Look for the same fast-paced racing and stunt missions, but expect them to feel totally different, thanks to a different developer.

Publisher: Eidos **Developer:** Climax **Release Date:** Summer



BATTLESTAR GALACTICA

Battlestar Galactica celebrates its 25th anniversary this year with a miniseries on the Sci Fi Channel and this, its first videogame. We think it'll be a good one, too, with Warthog developing the game in a style similar to its awesome *Star Trek: Invasion* (which itself resembles *Colony Wars*). You play the role of a young William Adama in his first mission aboard *Battlestar Galactica*, 40 years before the events of the TV show.

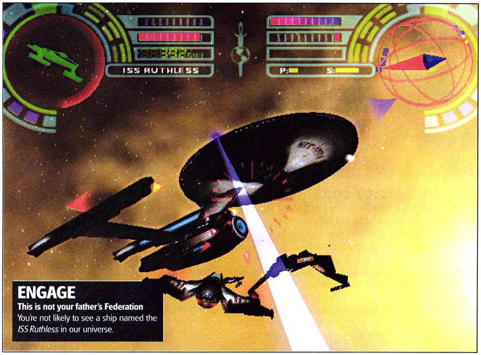
Publisher: Universal Interactive **Developer:** Warthog **Release Date:** Fall

STAR TREK SHATTERED UNIVERSE

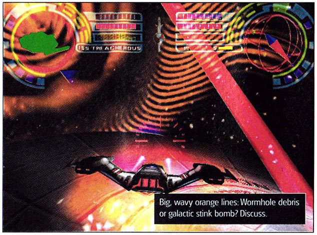
Trek's gone twisted

Pop quiz: When did *OPM* last run a preview of *Shattered Universe*? If you guessed more recently than 24 issues ago, please punch yourself in the face. That's right—this game has been in limbo for the past two years. But it's back on the radar courtesy of a new publisher in TDK, and judging from these screenshots, there's a chance it may be worth the wait. Certainly, the premise should excite any *Trek* fan: You pick up where *Star Trek VI: The Undiscovered Country* left off, piloting Sulu's *Excelsior* through the "mirror" universe in which all rules—and allegiances—are the opposite of our own. (It's where Spock had the goatee, remember?) You commandeer 10 all-new fighter craft in 19 levels of gameplay. So screw the Prime Directive—go blow stuff up!

Publisher: TDK Mediactive **Developer:** StarSphere **Release Date:** September



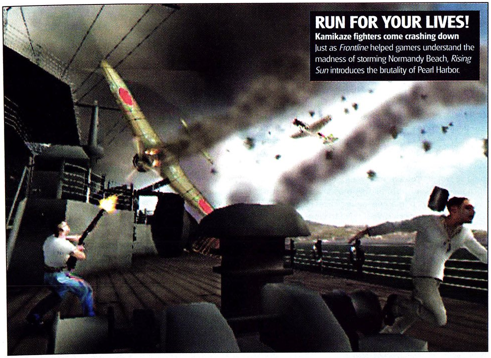
ENGAGE
This is not your father's Federation
You're not likely to see a ship named the *ISS Ruthless* in our universe.



Big, wavy orange lines: Wormhole debris or galactic stink bomb? Discuss.

KAMIKAZE! Derived from the Japanese words meaning divine wind (*kami*, divine + *kaze*, wind), it refers to the name of the legendary typhoon of 1281 that saved Japan by destroying the Mongol navy.

DID YOU KNOW? *The Great Escape's* all-star cast included Steve McQueen, James Garner, Richard Attenborough, Charles Bronson, and James Coburn.



RUN FOR YOUR LIVES!

Kamikaze fighters come crashing down

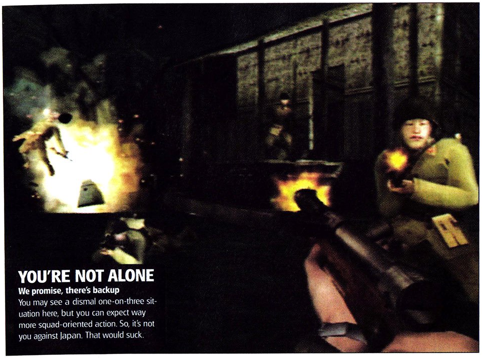
Just as *Frontline* helped gamers understand the madness of storming Normandy Beach, *Rising Sun* introduces the brutality of Pearl Harbor.

MEDAL OF HONOR RISING SUN

You're not alone anymore

You may have HBO so you can watch *The Sopranos, Six Feet Under,* or *Da Ali G Show*, but if you missed the epic miniseries *Band of Brothers*, rent the DVDs on your way home—it's perfect source material to prep you for *Rising Sun*. Remember when the PS2's "Emotion Engine" was its big selling point? *Rising Sun* proves it still is. In two-player co-op mode, you either watch your best mate's back or he gets pulverized. The new four-player splitscreen Deathmatch and Team modes satisfy the lust for head-to-head action, but the deep plot is plenty enjoyable by yourself. Every soldier has a story. What will yours be?

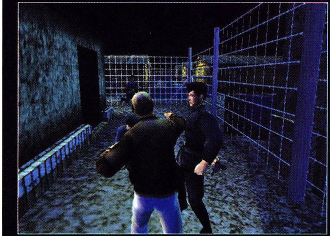
Publisher: EA Games **Developer:** EA L.A. **Release Date:** November



YOU'RE NOT ALONE

We promise, there's backup

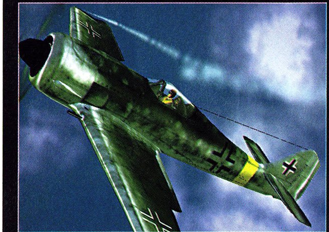
You may see a dismal one-on-three situation here, but you can expect way more squad-oriented action. So, it's not you against Japan. That would suck.



THE GREAT ESCAPE

Don't feel bad if you've never seen *The Great Escape*—the film debuted back in '63. It speaks a lot for the WWII-set classic, though, that enough interest exists four decades later to adapt it to a videogame. As four of the film's great escapees—including a spitting image of the late Steve McQueen as Hilts—you use stealth, solve puzzles, and relive the classic motorcycle finale.

Publisher: Gotham Games **Developer:** Pivotal Games **Release Date:** July



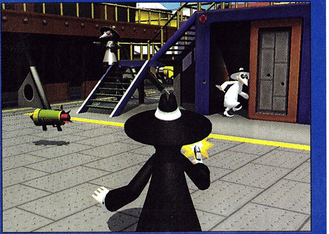
SECRET WEAPONS OVER NORMANDY

If you owned a decent PC in the mid '90s, you probably played at least one game in Totally Games' excellent *X-Wing/TIE Fighter* series. Now, the studio brings its space-combat expertise closer to Earth with the World War II–themed *Secret Weapons*. You pilot planes from the Allied, German, and Japanese fleets, including the P-51 Mustang, the Me 163 Komet, and the B-17 Flying Fortress.

Publisher: LucasArts **Developer:** Totally Games **Release Date:** Fall

We just hope *Crash* doesn't strike out.

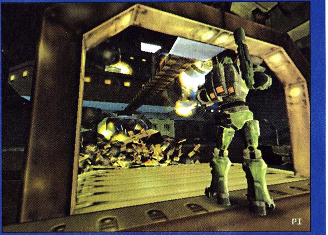
REMEMBER WHEN?
Vectorman looked like this!

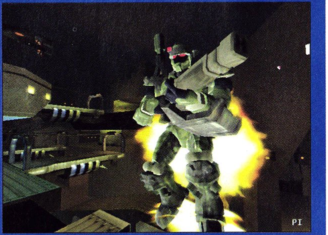


SPY VS. SPY

With all the shades of gray in the world, it's nice to see some clear-cut black-and-white Cold War shenanigans. Fans of *MAD Magazine*'s classic cartoon capers can go head-to-head against three other players in 12 levels of wacky action, with shooting, platforming, and strategy elements. Three other players? Yep—now, there's a Gray Spy and a Mech Spy, too. Oh, how the world has changed.

Publisher: TDK Mediactive **Developer:** Way Forward **Release Date:** Spring 2004





VECTORMAN

Popular during the latter days of the Sega Genesis, *Vectorman* is revived in this third-person shooter. Technology has been good to our hero: Whereas he once looked like a bunch of balls stuck together, he now sports a badass mech exterior. He also comes equipped with impressive firepower that can destroy just about everything onscreen, putting even *Red Faction*'s Geo-Mod engine to shame.

Publisher: Sega **Developer:** Pseudo Interactive **Release Date:** Spring 2004

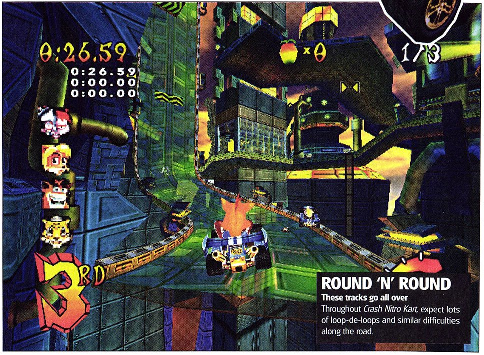
CRASH NITRO KART

Swinging for the fences

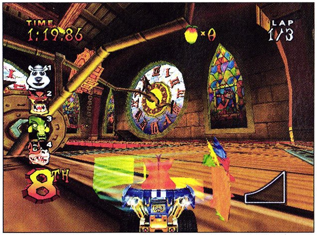
"From now on, every *Crash* game is swinging for the fences," proclaims Vivendi Universal Producer David Robinson (who looks disappointingly nothing like the NBA legend). This second PS2 project in the iconic marsupial's post–Naughty Dog era dares to follow in the footsteps of *Crash Team Racing*, considered by many to be the all-time greatest kart racer not starring a plumber.

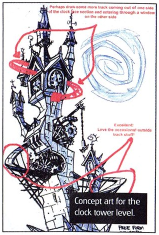
Crash Nitro Kart obviously bests its predecessor in terms of graphics, and nearly all the characters in the *Crash* universe are available to race in the evil Emperor Velo's tournament. The 17 tracks span four unique worlds replete with weaponry like homing missiles, mines, and tornadoes. As ho-hum as this may sound, *Nitro* does feature one thing we've never seen in a non-online racer: eight-character multiplayer! Does it actually work? We'll have to wait and see....

Publisher: Universal Interactive **Developer:** Vicarious Visions **Release Date:** Fall

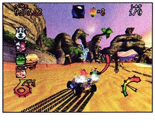

0:26.59
0:26.59
0:00.00
0:00.00
×0
1/3
3RD

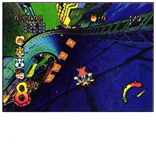
ROUND 'N' ROUND
These tracks go all over
Throughout *Crash Nitro Kart*, expect lots of loop-de-loops and similar difficulties along the road.


TIME
1:19.86
×0
LAP
1/3
8TH


Perhaps draw some more track coming out of one side of the clock face section and entering through a window on the other side
Excellent! Love the occasional outside track stuff!
FREE FORM

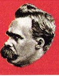
Concept art for the clock tower level.



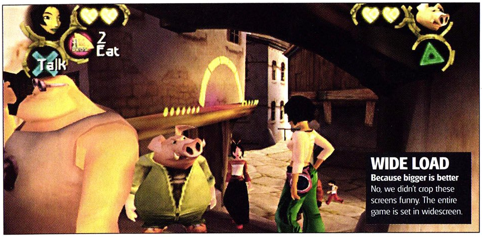


TIME
0:59.92
×8
LAP
2/3

WHAT'S UP WITH ALL THE NIETZSCHE?
Beyond Good & Evil is yet another reference to one of German philosopher Nietzsche's seminal works.



QUITE A LEGACY
For 1989, *Prince of Persia* featured some amazingly lifelike running animations. Its gameplay rocked, too.



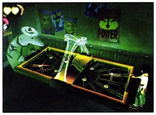
WIDE LOAD
Because bigger is better
No, we didn't crop these screens funny. The entire game is set in widescreen.

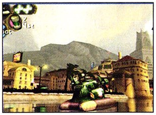
BEYOND GOOD & EVIL

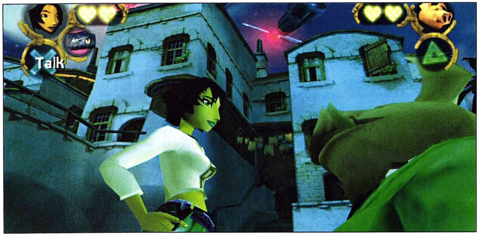
So that's what "BG&E" stands for!

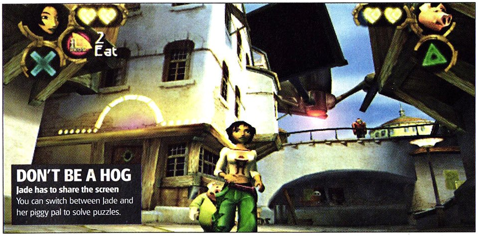
Last year, we found the mysterious *Project BG&E* to be one of the more pleasant surprises on the E³ show floor. Having now seen more of the game in action, we're sticking to our early assessment. From French game creator Michel Ancel (head *homme* behind the first two *Rayman* games), *Beyond Good & Evil* is a sprawling platform adventure complete with a plucky lead character, a wacky sidekick, an epic story, and a staggering array of gameplay types. Best of all, it seems Ancel and his team are well on their way to creating yet another well-realized world for us to get lost in—one that undulates with life and energy beyond the bounds of your typical interactive romp.

Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** Fall



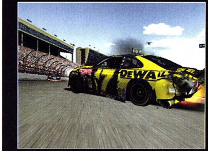




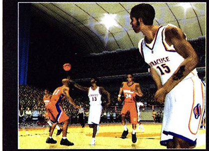


DON'T BE A HOG
Jade has to share the screen
You can switch between Jade and her piggy pal to solve puzzles.

SHREK 2: THE GAME
Publisher: Activision/TDK
Developer: Luxoflux
Release Date: 2004
Shrek 2 isn't due in theaters for another year...but let the hype begin! Of course, this platform game will be released right along with the movie.

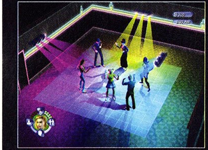


NASCAR THUNDER 2004
Publisher: EA Sports
Developer: Tiburon
Release Date: September
Now with grudges and alliances, *Thunder* won't let you drive like a total ass. Plus, it's online—you now "race the pack, not the track."

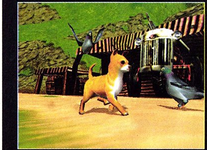


NCAA COLLEGE BASKETBALL 2K4
Publisher: Sega Sports
Developer: Kush Games
Release Date: Fall
Last season's best college b-ball returns with a new Create-A-School feature. Finally, the Bell End State Dongs.

PRINCE OF PERSIA: THE SANDS OF TIME
Publisher: Ubi Soft
Developer: Ubi Soft Montreal
Release Date: Fall
The studio that made *Splinter Cell* resurrects a classic puzzle-based adventure. Think: Arabian *Tomb Raider*.

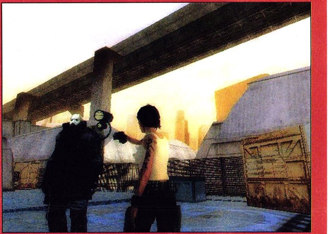


THE SIMS: BUSTIN' OUT
Publisher: EA Games
Developer: Maxis
Release Date: Early 2004
Get out of the house with the new *Sims*! Our favorite part? Twelve new careers, including mobster, athlete, and rock star. Superb.



DOG'S LIFE 🇬🇧
Publisher: Sony CEE
Developer: Sony CEE
Release Date: Fall (Europe)
You play as a dog named Jake and search for your kid-napped friend Daisy. Gameplay involves smelling things. Sounds...interesting.

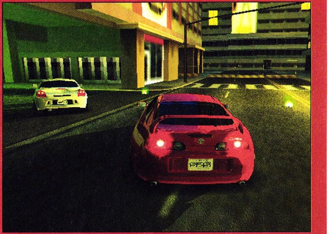
WHAT'S THAT MEAN?
"Gladius" is the name of the land you traverse, but it's also a type of Roman blade used in gladiator fights.



HEADHUNTER: REDEMPTION

We're not exactly sure what *Redemption* refers to in the title to Sega's *Headhunter* sequel—we just hope it at least partly indicates that Amuze is "redeeming" the sloppy controls and shoddy camera that kept its predecessor from the ranks of the best PS2 games. Jack Wade returns to his near-future bounty-hunting ways along with Leeza X, his protégé, whom you see here.

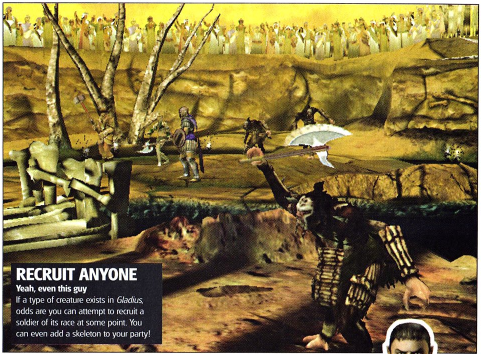
Publisher: Sega **Developer:** Amuze **Release Date:** Fall



STREET RACING SYNDICATE

What's the one thing *Midnight Club II* fans want? If you said, "I want to customize my cars, dammit!" you're not alone. It looks like 3DO is beating Rockstar to the punch with *SRS*, a gritty street racer that allows full customization of your *licensed* vehicles. That's right—you can drive and tweak a Toyota MR2 Spyder, a Celica GTS, a Mazda RX-8, a Lexus IS300, and many more. And you can also gamble babes.

Publisher: 3DO **Developer:** Eutechnyx **Release Date:** July



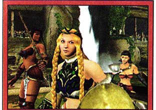
RECRUIT ANYONE
Yeah, even this guy
If a type of creature exists in *Gladius*, odds are you can attempt to recruit a soldier of its race at some point. You can even add a skeleton to your party!

GLADIUS

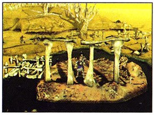
LucasArts' biggest in-house game ever

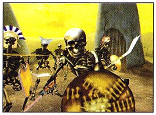
Who would have thought that LucasArts' biggest in-house project ever would have nothing to do with *Star Wars*? As many as 60 people have been working simultaneously on *Gladius*, so you can expect one *big* turn-based strategy/RPG. We're told it takes—if you do the bare minimum required—at least 35 hours to complete each of the game's two adventures (one for the male character Valens, one for the female Ursula). But it can take many, many more hours should you choose to pursue the side quests. Both stories take you on a journey through the fantastic land of Gladius, where your band of gladiators starts out simply traveling from town to town competing in matches to make ends meet, but soon finds itself on a quest to save the world. *Gladius* has all the makings of a winner—try it yourself on next month's demo disc!

Publisher: LucasArts **Developer:** LucasArts **Release Date:** August



POPULARITY
Be a real crowd pleaser
Depending on the town you fight in, the crowd reacts differently to your fighting methods—their cheers or jeers can influence your success. Learning what kind of style given townsfolk prefer can mean the difference between victory and defeat.





DID YOU KNOW?
Redmond is an original character, but Spanx made his debut in the so-so *Mad Dash Racing* for Xbox.

1994 The last year (before this one) that the Stanley Cup Finals didn't feature one of the West's Big 3, Colorado, Detroit, or Dallas.

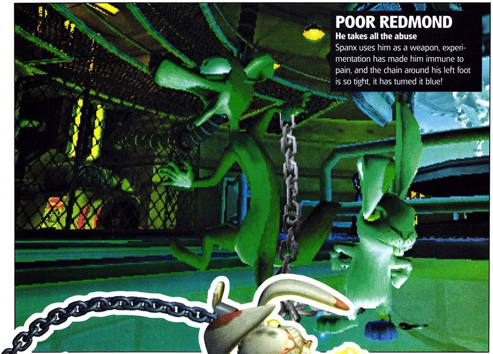
CHAIN GANG

Laugh it up, fuzzballs

Comedy is tough to pull off in a platform game, but the developer of *Gex* may actually have something for us to laugh at with *Chain Gang*. The key? Political incorrectness. Set in a lab, *Chain Gang* puts you in control of a weasel-like creature named Spanx who's bent on revenge against the cosmetics testers who've held him captive for most of his life. On the loose, he wields a chain as a weapon—a weapon to which the rabbit Redmond happens to be attached.

At his least masochistic, Spanx uses Redmond like a ball at the end of a flail, whacking scientists and destroying expensive machinery. That doesn't mean he can't also use the bunny to lessen a fall (Spanx twirls Redmond like Rayman uses his ears) or to float to a higher level by filling him with helium. Our favorite: Burning Redmond in a furnace adds a certain temporary, er, flair to his attacks.

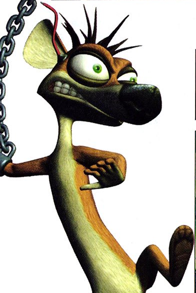
Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** Fall



POOR REDMOND

He takes all the abuse

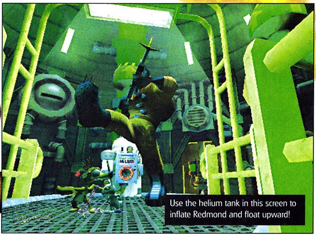
Spanx uses him as a weapon, experimentation has made him immune to pain, and the chain around his left foot is so tight, it has turned it blue!



WHAT IS SPANX?

Only Crystal Dynamics knows for sure

Or does it? "He doesn't even know what he is!" responds a Crystal D rep when we ask what Spanx is.

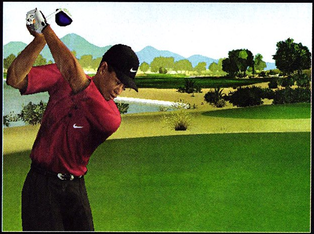


Use the helium tank in this screen to inflate Redmond and float upward!

NHL 2004

In recent years, EA's once-ballyhooed (and now virtually forgotten) *NHL* series has gone down the crapper faster than this year's Western Conference powerhouses. But, hopeful Canadians, there's great news: Black Box—with its team of hockey studs who've made *NHL Hitz* such a puerile joy—is taking the reigns, hoping to be the Jean-Sebastian Giguere that will topple *NHL 2K4*. We'll see if EA can get Giggy with it.

Publisher: EA Sports **Developer:** EA Canada/Black Box **Release Date:** Fall



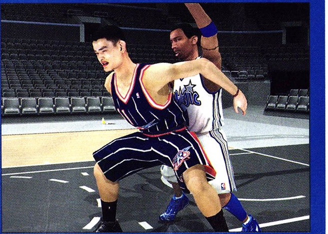
TIGER WOODS PGA TOUR 2004

Anyone who tells you *Tiger Woods* isn't the best golf game on PS2 hasn't played it—or at least hasn't played it long enough to get the hang of the excellent (though unusual) swing control. *2004* features seven new courses (five real-life and two fantasy) and five new playable PGA pros (though we're not yet sure who). No word yet on online play, but we've got our fingers crossed.

Publisher: EA Sports **Developer:** EA Sports **Release Date:** Fall

The time is Yao.

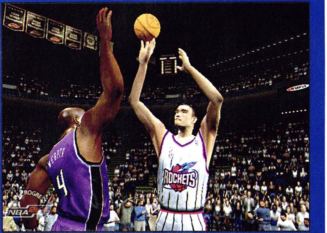
HISTORY IN THE MAKE
NFL 2K4 will feature historic teams, and you can edit players' names, so Elway doesn't have to be QB #7.



NBA LIVE 2004

On the comeback trail, *Live 2003* turned heads last season with a complete overhaul of the previous *Live* disasters. Expect an equally bitchin' jump this season. The right-analog Freestyle moves are even tighter, and a completely new Dynasty mode is, for the first time, worth trying out. Other additions include retired jerseys that hang from the stadium rafters. What more do you need?

Publisher: EA Sports **Developer:** EA Canada **Release Date:** September



NBA 2K4

If you have one gripe about *NBA 2K3*, you probably think it's slow. You're right—it *is* slow. Even diehards who like the deliberate pace would love a more up-tempo game. With *2K4*, you not only get faster, quicker players, but you also get a fast break that finally works (in part because the new passing model doesn't slow you down). There are also wicked behind-the-back passes and some of the meanest dunks imaginable.

Publisher: Sega Sports **Developer:** Visual Concepts **Release Date:** Fall

FIFA 2004

With *Winning Eleven* nipping at—or, quite frankly, devouring—*FIFA*'s cleats, the graphics masters at EA Sports have turned the latest in the company's long-running soccer franchise into another international eye-candyfest. Finally, there's a workable Career mode where you can take a club team through the ranks and sign players. But will the gameplay compete with *Winning Eleven*'s? Our early guess: No.

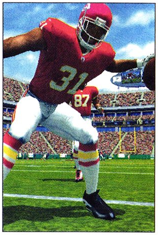
Publisher: EA Sports **Developer:** EA Canada **Release Date:** October

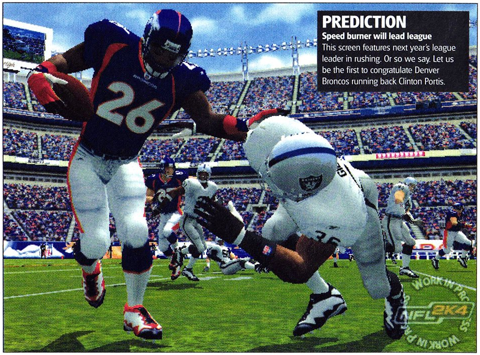
NFL 2K4

Visual Concepts' magic words

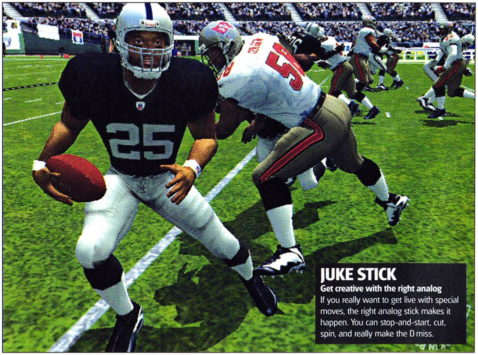
Since *NFL 2K3* was scorched by last year's *Madden* (much like the Raiders were pounded in the Super Bowl), the many minds at Visual Concepts have boiled their gamemaking philosophy down to four key elements: fun, polish, mass-market appeal, and attitude. *NFL 2K4*'s tangible excitement proves they've made good on their motto: "Bring back the fun!" The redone Play Call menu now mirrors *Madden*'s—smart move. Another great maneuver is putting the new juke system on the right analog stick: You can now wiggle away from defenders using a wide series of moves, and the animations are seamless. There's also far more ESPN integration (maybe even ESPN personalities, though none are confirmed), and we love the Fantasy Football feature that lets you put together and play with a fantasy team of your own conception.

Publisher: Sega Sports **Developer:** Visual Concepts **Release Date:** August





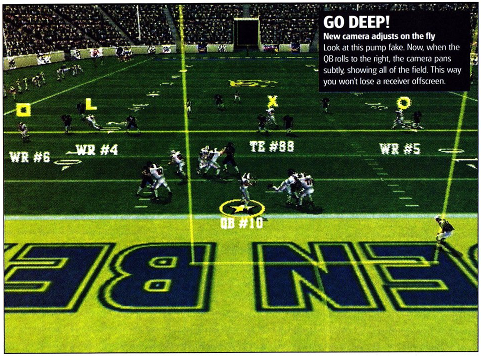
PREDICTION
Speed burner will lead league
This screen features next year's league leader in rushing. Or so we say. Let us be the first to congratulate Denver Broncos running back Clinton Portis.



JUKE STICK
Get creative with the right analog
If you really want to get live with special moves, the right analog stick makes it happen. You can stop-and-start, cut, spin, and really make the D miss.

OVERHEARD "I have been playing this videogame since I was a kid but never thought I would end up on the cover." —Heisman winner/*NCAA* cover athlete Carson Palmer

LOTTO? You won the No. 1 pick in the NBA lottery. Do you take Syracuse stud Carmelo Anthony or high-schooler LeBron James? We'll take Carmelo, thanks.



GO DEEP!

New camera adjusts on the fly

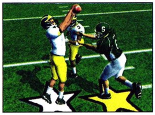
Look at this pump fake. Now, when the QB rolls to the right, the camera pans subtly, showing all of the field. This way you won't lose a receiver offscreen.

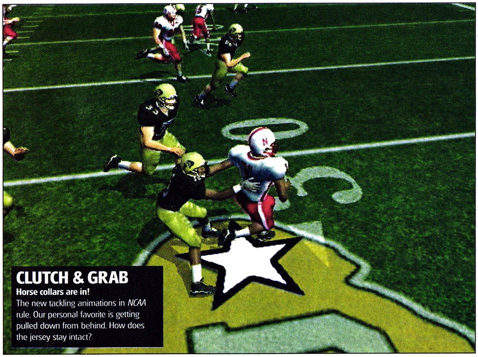
NCAA FOOTBALL 2004

EA has the spirit

Love *Madden* all you want, but the wide-open excitement of *NCAA Football* always awakens our school spirit. We've played the new *NCAA* and we're hooked. The play action (referred to last year as "sack action") has been reconfigured: After the ball is snapped and the fake handoff happens, the camera momentarily follows the running back so the safeties and corners bite on your well-timed trickery. Another bonus: A subtle camera shift follows the QB on rollouts. It's brilliant. In addition, the animations are faster and the crowd blows up for big plays on both sides of the ball. If you play a great game, the stats are saved in your user records. Plus, it's online. Yes!

Publisher: EA Sports **Developer:** Tiburon **Release Date:** August

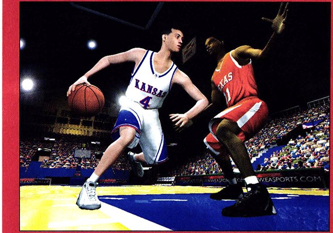




CLUTCH & GRAB

Horse collars are in!

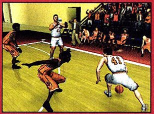
The new tackling animations in *NCAA* rule. Our personal favorite is getting pulled down from behind. How does the jersey stay intact?



NCAA MARCH MADNESS 2004

The makers of *March Madness* have made some changes to the weakest series in the EA Sports lineup (although we might change that opinion if we knew anything about rugby). The goal? A franchise as great as the PS1 series, with one addition: Dick Vitale. Besides Dicky V. shouting and spitting in full throat about diaper dandies, you can also dive for loose balls and get it on at the Maui Invitational. Which is cool...sort of.

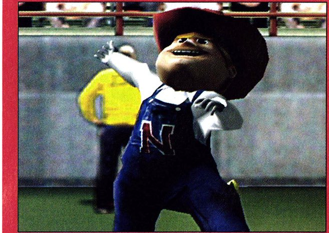
Publisher: EA Sports **Developer:** EA Canada/NuFX **Release Date:** October



NCAA FINAL FOUR 2004

After yet another jaw-dropping NCAA Tournament, it's good to know that in *Final Four*, KU fans get another shot at Syracuse. The online element of 989's latest is massive, including user-hosted tourneys, message boards, user mail, buddy lists, and stat tracking. You can even tap into a lobby using your PC. The question now is whether the gameplay is worth a letter of intent.

Publisher: Sony CEA **Developer:** 989 Sports **Release Date:** November



NCAA GAMEBREAKER 2004

Looking for an alternative to EA's *NCAA Football 2004* seems, to us, ridiculous. But if you simply *must* play a different college football game this year, this is the lone alternative (and the only screenshots available are mascot shots like this one!). 989 puts you online with leader boards, in-game chat, buddy lists, and online tourneys. But even as we write this, we're daydreaming about EA's college pigskin.

Publisher: Sony CEA **Developer:** 989 Sports **Release Date:** August

DID YOU KNOW?
Michael Bell, the voice of Raziel in the *Soul Reaver* games, was also the voice of Grouchy Smurf.

SPAWN

This one wasn't hard to spot coming, was it? Now that McFarlane Productions is all friendly with Namco (check out *OPM* #69 for a look at Namco's sweet *Soul Calibur II* toys), a new *Spawn* game seems like the next logical step in their relationship. The game boasts all of Spawn's trademark powers, as well as deep combo-based hand-to-hand combat (based on his *SC2* Xbox appearance, perhaps?).

Publisher: Namco **Developer:** Namco **Release Date:** Fall

MISSILE INCOMING

LETHAL SKIES II

The first *Lethal Skies* isn't exactly a barn burner, but it's a reasonably adequate flight sim with some interesting ideas like huge, moving boss-type vehicles reminiscent of old-school shooters. We're hoping the sequel capitalizes on these strengths and works out some of the first game's balance issues. We're told to expect drastically improved graphics, seven new planes, and more than 20 missions.

Publisher: Sammy **Developer:** Asmik Ace **Release Date:** Fall

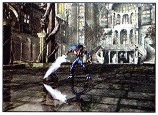
LEGACY OF KAIN
DEFIANCE

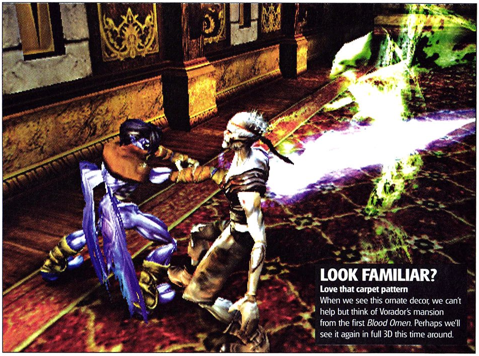
Kain and Raziel May Cry

Feedback from fans and critics on *Soul Reaver 2* and *Blood Omen 2* told Crystal Dynamics one thing: No one really loved the first two PS2 *Legacy of Kain* games. Few people expressed true dislike for them, but the applause Crystal Dynamics was used to receiving for the franchise's PS1 titles was nowhere to be found.

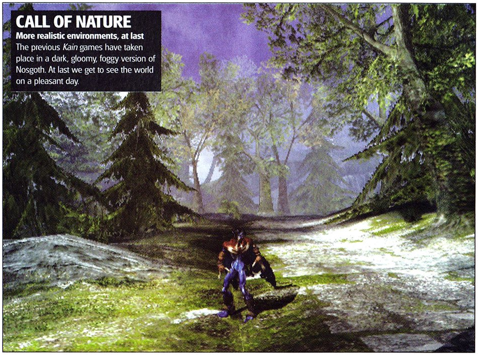
The result? This year's entry to the series, *Defiance*, represents a total change in direction. While it stars both Raziel *and* Kain (each plays slightly differently than the other), the gameplay more closely resembles *Devil May Cry* than *Soul Reaver* or *Blood Omen*. The developer also cites *Ico* as an inspiration for the architecture and camera angles. It's a whole new way to experience the world of Nosgoth.

Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** November





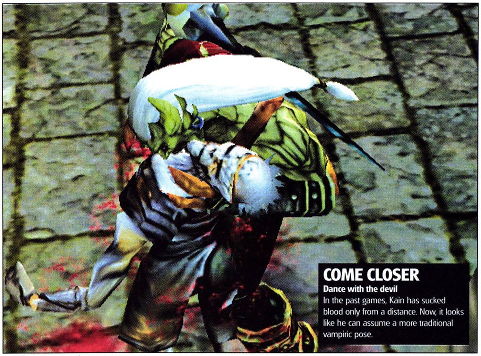
LOOK FAMILIAR?
Love that carpet pattern
When we see this ornate decor, we can't help but think of Vorador's mansion from the first *Blood Omen*. Perhaps we'll see it again in full 3D this time around.



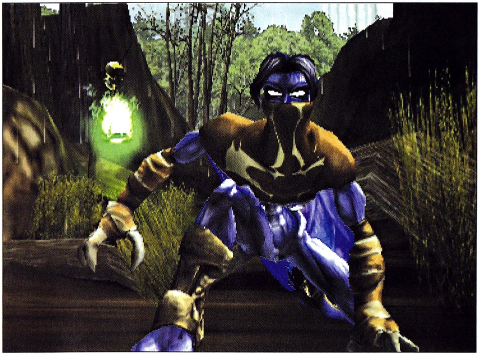
CALL OF NATURE
More realistic environments, at last
The previous *Kain* games have taken place in a dark, gloomy, foggy version of Nosgoth. At last we get to see the world on a pleasant day.

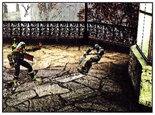
190 The number of different enemies in *Blood Omen: Legacy of Kain.*

VOICE WHORE
In the original *Full Throttle,* the characters Emmet, Adrian "Rip" Ripburger, and Todd Newlan are all voiced by Mark Hamill.



COME CLOSER
Dance with the devil
In the past games, Kain has sucked blood only from a distance. Now, it looks like he can assume a more traditional vampiric pose.



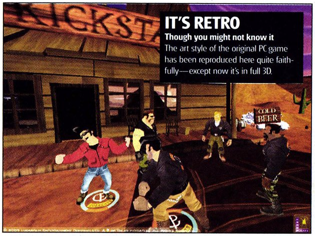


FULL THROTTLE
HELL ON WHEELS
A blast from the past

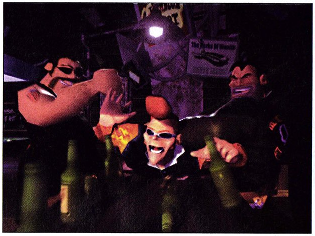
There's a pretty good chance that many of you are oblivious to the significance of this game. "*Full Throttle* is one of LucasArts' greatest and most memorable original brands, perfectly symbolizing the company's legacy of creating games with rich characters and compelling stories," says Liz Allen, LucasArts' director of marketing, who's keen of late to re-establish the company's non-*Star Wars*-driven content.

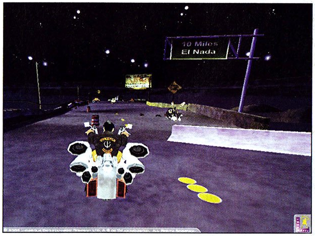
Those of us at *OPM* who remember the first game do so fondly: It capably combines sarcastic wit with cartoon sensibilities that are ably reproduced in the new version. Expect Hog riding (bikes, not pigs) and plenty of bar-brawlin' fisticuffs, all presented with pierced tongue planted firmly in tobacco-stuffed cheek.

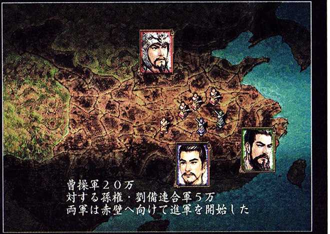
Publisher: LucasArts **Developer:** LucasArts **Release Date:** November



IT'S RETRO
Though you might not know it
The art style of the original PC game has been reproduced here quite faithfully—except now it's in full 3D.





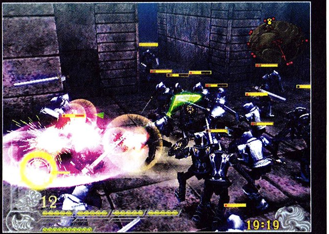


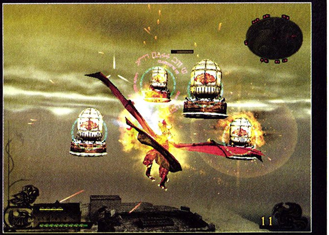
曹操軍２０万
対する孫権・劉備連合軍５万
両軍は赤壁へ向けて進軍を開始した

ROMANCE OF THE THREE KINGDOMS VIII

Romance of the Three Kingdoms VII taught us that we at *OPM* are not very patient people. As strategy franchises go, this one is overwhelmingly deep—with the emphasis on overwhelming. If you like the series, you'll probably love the new one, based once again in second-century China at the end of the Han Dynasty when a rebellion caused all hell to break loose. *Romance VIII* invites you into that hell.

Publisher: Koei **Developer:** Koei **Release Date:** July





DRAKENGARD

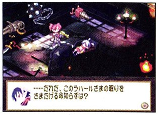
Pretty cool name, huh? (At least it's better than the god-awful *Drag-On Dragoon*, which was as dorky as it was meaningless.) But no matter—this game looks extremely cool, thanks to a mix of high-flying dragon-borne combat, bloody ground-based brawls, and RPG-style character growth. And, as befits a Square Enix game, there's a tasty yet overwrought story binding all the action together.

Publisher: Square Enix **Developer:** Cavia **Release Date:** Spring 2004

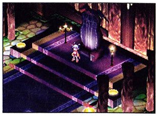
DISGAEA
HOUR OF DARKNESS
Sympathy for the devil

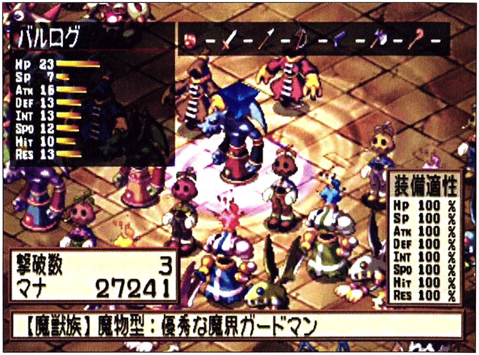
Tired of playing the goody-goody in RPGs? Then *Disgaea*'s for you. Laharl, the gleefully wicked prince of the underworld, is fighting to reclaim his throne from those who stole it as he slept. But this is no Slipknot-styled marathon of howling angst: *Disgaea*'s tone more closely resembles Tim Burton's lighthearted fare, courtesy of the developers behind PS1's *Rhapsody*. Fortunately, they've come a long way since then, and *Disgaea* features properly expansive battlefields requiring actual strategy. They've also thrown in tasty innovations like tossing your allies around the battlefield to increase their movement range, a demonic senate whose legislations affect gameplay, and an item world where you can meet the spirits that inhabit your equipment.

Publisher: Atlus **Developer:** Nippon Ichi **Release Date:** Fall



……だれだ、このラハールさまの眠りを
さまたげる命知らずは？





バルログ

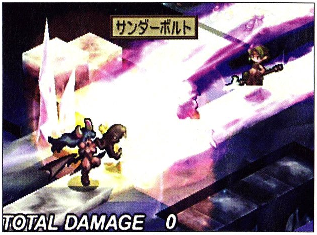
Hp 23
Sp 7
Atk 16
Def 13
Int 13
Spd 12
Hit 10
Res 13

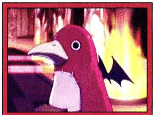
装備適性

Hp 100 %
Sp 100 %
Atk 100 %
Def 100 %
Int 100 %
Spd 100 %
Hit 100 %
Res 100 %

撃破数 3
マナ 27241

【魔獣族】魔物型：優秀な魔界ガードマン





EVIL INCARNATE
Power of the dark side

Ordinarily, nearly everyone you'd see in onscreen would be fodder for your blade. Not so in *Disgaea*. Half of the game's fun involves you controlling dark-side characters, including dragons, succubi, and, of course, those malevolent devil penguins.

いかにも。
魔界の後継者ラハールとは、このオレさまのことだ。

MONTHLY LARA UPDATE
Eidos has pushed back *Tomb Raider: The Angel of Darkness* to fall. Surprised? Neither are we!!!

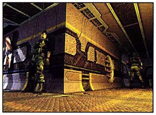
ICE NINE

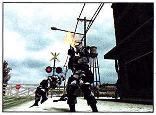
A pseudo Splinter Cell?

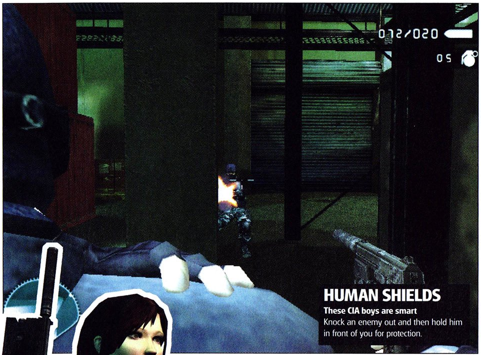
It may have started as an offshoot of the Colin Farrell movie *The Recruit*, but *Ice Nine* is turning into something completely unrelated—and something potentially much, much cooler. The story line is different, the characters are different—the only similarity is the Ice Nine computer virus controlled by Chinese terrorists. You play the part of Tom Carter, a CIA operative faced with the task of taking out this organization. Meanwhile, a conspiracy plot within the CIA could throw you for a loop—make some bad calls and you could find yourself inadvertently working for the wrong side.

From what we've seen so far, despite being a little early, *Ice Nine* is turning into a formidable entry in the military/stealth genre that's currently so hot thanks to *Splinter Cell*. And with good reason—the lead producer of Ubi Soft's instant classic is now working on this title.

Publisher: Bam **Developer:** Torus Games **Release Date:** September







HUMAN SHIELDS

These CIA boys are smart

Knock an enemy out and then hold him in front of you for protection.

VIRTUAL VOICES

Another use for that *SOCOM* headset

One unique aspect of *Ice Nine* is its support for the *SOCOM* headset, which you can use to listen to commands from your partner, Hannah. She guides you through tricky operations (such as infiltrating enemy camps) and also cracks an occasional joke. You don't *need* to use the headset, but it's a bonus if you do.

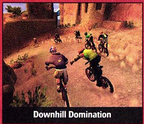
COMING SOON

The latest on what's coming out and when. (Just remember that no release date is ever final!)

JUNE		
Arc the Lad: Twilight of Spirits	Sony CEA	One sweet strategy RPG
Big Mutha Truckers	Empire	Who gives a truck?
Cabela's Deer Hunt: 2004 Season	Activision	Serve up some venison
Chaos Legion	Capcom	A hack-n-slash RPG
Charlie's Angels: Full Throttle	Ubi Soft	Play with Cameron Diaz
F1 Career Challenge	EA Sports	Yearless F1 racing
Freestyle MetalX	Midway	Tony Hawk meets motocross
The Italian Job	Eidos	Racing
Mace Griffin: Bounty Hunter	Black Label	First-Person Shooter
Magic Pengel: The Quest for Color	Agetec	Last issue's Game of the Month!
Naval Ops: Warship Gunner	Koei	WWII action and strategy
Reel Fishing III	Natsume	It's reel reel reel fun
RTX: Red Rock	LucasArts	Save a Martian colony
Space Channel 5	Agetec	Rhythm is a dancer named Ulala
Street Racing Syndicate	3DO	Race for babes
SX Superstar	Acclaim	The motocross lifestyle
Summer Heat Beach Volleyball	Acclaim	Volleyball in skimpy bikinis
Wakeboarding Unleashed	Activision	Wakeboarding

JULY		
Aliens Vs. Predator: Extinction	EA Games	Real-time strategy
Ape Escape 2	Ubi Soft	Read our review in this issue!
Downhill Domination	Sony CEA	Mountain biking
Freaky Flyers	Midway	Airborne kart racing
Fugitive Hunter	Infogrames	Fugitive Hunting
The Great Escape	Gotham	Be Steve McQueen
Indiana Jones & Emperor's Tomb	LucasArts	You call this archaeology?
K-1 World Grand Prix	Konami	Beat the crap out of people
NCAA Football 2004	EA Sports	Now with online voice chat!
Romance of Three Kingdoms VIII	Koei	Hardcore strategy...again
Silent Line: Armored Core	Agetec	aka Armored Core 3
Smash Cars	Metro3D	R/C cars that smash
Space Channel 5 Part 2	Agetec	Long delayed, finally arriving
Splashdown: Rides Gone Wild	THQ	Watercraft racing
Unlimited Saga	Square	Unlimitedly excruciating RPG
XGRA: Extreme-G Racing Assoc.	Acclaim	Futuristic racing

Reel Fishing III



Downhill Domination

AUGUST		
.hack//OUTBREAK	Bandai	Pseudo-MMORPG Part 3
Buffy 2: Chaos Bleeds	Sierra/Fox	Buffy's not *totally* gone now
Crouching Tiger, Hidden Dragon	Ubi Soft	Based on the movie
Futurama	Sierra/Fox	Fry and pals shoot it up
Gladius	LucasArts	Strategic gladiating
Hunter: The Reckoning–Wayward	Interplay	Hack 'n' Slash
Ice Nine	BAM!	The next *Splinter Cell*?
The Lost	Crave	Go to hell
Madden NFL 2004	EA Sports	Chat with competitors online!
Micro Mayhem	Jaleco	Like MicroMachines...but not
NCAA GameBreaker 2004	Sony CEA	Online...but worth playing?
NFL GameDay 2004	Sony CEA	Ready for a comeback?
RPG Maker 2	Agetec	Create-A-Game
Silent Hill 3	Konami	Heather tries to survive the town
Soul Calibur II	Namco	Probably the best fighter ever

SEPTEMBER		
Alias	Acclaim	You are Sydney Bristow
Disney's Extreme Skateboarding	Activision	Simba skates like Tony
The Simpsons: Hit & Run	Sierra/Fox	Grand Theft Auto: Springfield
Star Ocean: Till the End of Time	Square Enix	Play this RPG till the end of time
XIII	Ubi Soft	Cel-shaded FPS

Intense tactical action that requires close-range, long-range and stealth combat
A completely original and unique sci-fi experience
Use TimeDilation to stop time and cue up insane combos
Get the demo at www.alterecho.com. While supplies last.

"Alter Echo has established itself as an innovative and intriguing action game that's both unique in its approach to combat and unusual in its artistic approach to landscapes and character design."
– IGN.com

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation®2

XBOX

Outrage games

© 2003 THQ Inc. Alter Echo, Outrage, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

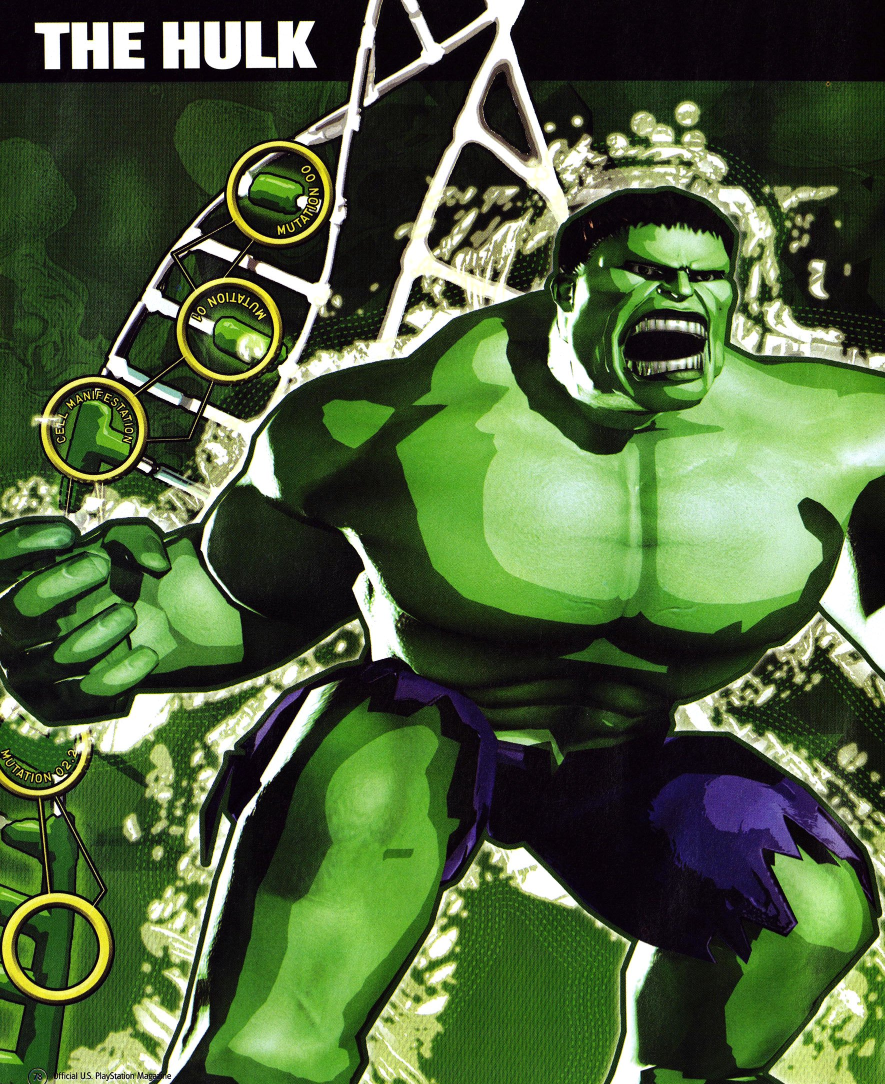
In the future, the most powerful substance ever created can control time and physics. Only a chosen few can control it.
But only one can save us from it.
alter echo™
It's an Altered World.
Learn to Adapt.
THQ®
www.thq.com

Melee Mode

One of 3 forms you can instantly morph into. When enemies are breathing down your neck, use melee to:

- Slash and hack with your sword
- Stun your enemies into submission
- Show-off your agility with combos, double-jumps, juggles and more

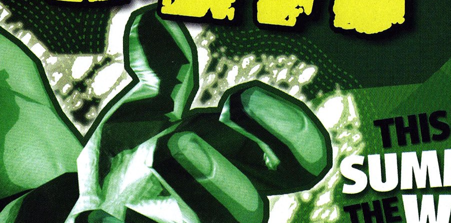
THE HULK


MUTATION 00
MUTATION 01
CELL MANIFESTATION
MUTATION 02.2

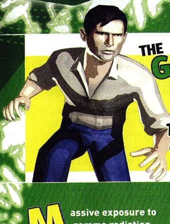
SMASH!

NOT APPROVED BY THE COMICS CODE AUTHORITY

STORY BY CHRIS BAKER
WITH STEVE ALMANZI

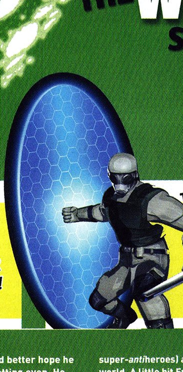


THIS SUMMER, THE WORLD IS SEEING GREEN



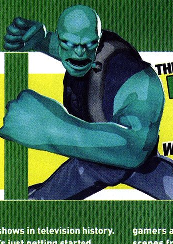
THE GAME PG 80

UNLEASH THE MONSTER ON YOUR PS2!



THE MOVIE PG 84

THRILL TO UNIVERSAL'S SMASH HIT!



THE HISTORY PG 86

EXPERIENCE WHAT OUR HERO IS ALL ABOUT!

Massive exposure to gamma radiation causes death in normal human beings. But Bruce Banner is no normal human being. When the blast from an experimental gamma bomb hit the brilliant scientist, it didn't kill him—it only made him stronger. Now, when Banner gets mad, you'd better hope he stops at just getting even. He gets big. He gets mean. He gets green. He becomes the Hulk. Trust us. You wouldn't like him when he's angry.

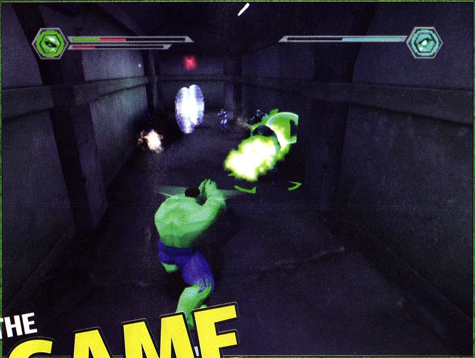
Or maybe you would.

Since 1962, the beast fueled by Banner's rage has enthused fans of superheroes (make that super-*anti*heroes) all over the world. A little bit Frankenstein's monster and a little bit Mr. Hyde, the Hulk has stood the test of time as a genuine icon of American pop culture. A staple in the Marvel Comics lineup for hundreds of issues, he has also starred in several cartoon series and one of the best superhero-based shows in television history. And he's just getting started.

This summer, Universal Pictures introduces the Jade Giant to the silver screen in *The Hulk*, a film certain to rank among the year's biggest blockbusters. Not to be outdone, Universal Interactive's new PS2 release of the same name offers gamers a chance to relive scenes from the movie while experiencing the character's comic-book roots.

Never before has the character created by writer Stan Lee and artist Jack Kirby enjoyed such prominence.

There's really only one word for it: incredible.



THE GAME

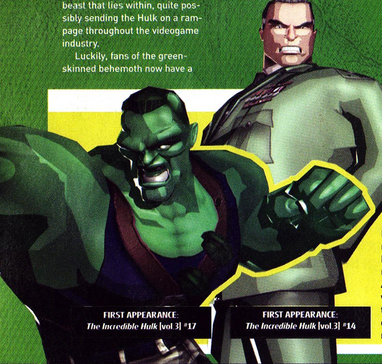
It's a good thing Bruce Banner isn't a gamer. We all know what happens when he gets angry—and the disappointing quality of games thus far that star his alter ego would definitely set off the beast that lies within, quite possibly sending the Hulk on a rampage throughout the videogame industry.

Luckily, fans of the green-skinned behemoth now have a chance to see their hero star in a game worth playing. Universal Interactive's *The Hulk*, based in the same universe as Universal Pictures' soon-to-be-a-smash movie (check out page 84), is a PS2 game developed with one thing in mind: "We wanted to make this character feel like the Hulk," says Jeff Barnhart, the game's producer. "Giving him abilities and game mechanics that are like, 'Wow, I could only ever do this if I was the Hulk.'"

With this mindset, the development team at Radical Entertainment focused its thoughts on how it could make you feel as green-skinned and gamma-irradiated as possible. As a result, nearly anything you've ever seen the Hulk do is something you can accomplish in the game. Beyond the typical punching and kicking prevalent in *The Hulk*'s beat-em-up genre, the character's trademark moves, like the Thunder Clap and Ground Stomp, prove crucial to your success.

These particular moves grow even more outstanding when coupled with Rage Boosts, a gameplay element designed to emulate the fact that as the Hulk gets angrier, he also gets stronger. "As you're taking damage, it's taking away your life," says Barnhart, "but the Hulk gets angrier and angrier, so then, you've got access to these special moves. Slam your hands into the ground and it's one of those things that makes you go, 'Wow, I'm the Hulk! I just shook the ground here and 10 guys flew up in the air. And things that were surrounding me blew up, and the walls got knocked down, and cars flew across the room.'"

The really neat part about the flying debris? It all reacts in a manner that would please even a physicist like Banner. "Because the Hulk is going to



FIRST APPEARANCE:
The Incredible Hulk [vol.3] #17

FIRST APPEARANCE:
The Incredible Hulk [vol.3] #14

FLUX AND GENERAL RYKER

ORIGINS: "He don't officially exist," Sgt. Nick Fury once told the Hulk of Gen. Ryker. "He's involved in some nasty, nasty stuff. The worst kind of psycho—one with resources. He sees himself as Ahab, an' you're the big white whale." Ryker's fascination with the Hulk rests not in wanting to destroy Banner's alter ego inasmuch as wanting to learn from it so he can make his own monstrosities—monstrosities like Flux, a less-powerful, deformed version of the Hulk created by Ryker after he subjected Pvt. Benjamin Tibbetts to gamma radiation.

IN THE GAME: You don't actually fight Ryker, but he is featured prominently in the story, and you do hear him bark orders to Flux during a boss fight. Much of your fight with Flux comes down to straight brawling ability (just like other bosses, walk away once you've knocked him to the ground), but you'll have a much easier time if you manage to destroy all of the consoles in the room and throw Flux into the middle. This is easier if you can coerce him to throw his grenades in the vicinity of a console.

INCREDIBLE TIMELINE

Compiled By Steve Ãlmanzi, webmaster of The Lair of the Grey Hulk: http://www.geocities.com/lairofthegreyhulk

May 1962: *The Incredible Hulk* #1
The first appearance of the Hulk may catch you off guard—Bruce Banner's monstrous form actually has gray skin. Writer Stan Lee didn't like the way the color turned out—by Issue #2, the Hulk was green.

March 1963: *The Incredible Hulk* #6
The last issue in the first run of *Incredible Hulk* books is published. Who's to blame? The punk kids who spent their 12 pennies on *The Amazing Spider-Man*, *The Mighty Thor*, and *The Fantastic Four* instead.

March 1963: *The Fantastic Four* #12
Madness ensues when Gen. Ross mistakes the Thing of the Fantastic Four for the Hulk. Along with the FF's appearance in *Amazing Spider-Man* #1, this marks the first character crossover in Marvel history.

THE LEADER

ORIGIN: Who would have thought a high-school dropout like Samuel Sterns could come so close to taking over the world on multiple occasions? Sterns' accidental exposure to gamma radiation yielded a result totally opposite Banner's: Instead of turning him from a genius into a dim-witted, muscle-bound monster, the gamma rays changed him from a moron into Earth's most brilliant criminal mastermind. Now, with a cranium five times its original size (plus some really nasty boils), the Leader seeks nothing less than world domination.

IN THE GAME: Masterminding a plot to take over the world, the Leader confronts you near the end of the game. Without giving away too much, know that it takes both Banner and the Hulk to bring him down. The fighting methods you've perfected up to this point should serve you well in defeating the big-headed psycho. But just because you beat the Leader doesn't mean the game is over....

FIRST APPEARANCE:
Tales to Astonish #62

interact with so many things, you can't just have canned animations for how things are going to react," says Barnhart. "This is what the entire game is about, so you have to have physics for things getting knocked back according to how hard the Hulk hits them, and where he hits them, and what he hits them with. If the Hulk's gonna pick up an object and throw it into another object, you need real physics for how those things are going to react."

A physics engine like *The Hulk*'s truly enhances the experience. As Barnhart says, "The level can happen in different ways every time you play it. Like that opening level where you're at the gas station [in the desert]—I think every time I play that level, I do it in a different way. One time, I'll go for the helicopters right away, and another time I'll pick up a car and swipe soldiers with it. There's so much stuff to do!"

The Hulk doesn't end with ruthless destruction, either. A few games, like *Batman: Vengeance* or *Superman: Shadow of Apokolips*—and even the not-so-incredible16-bit *Hulk* games—feature the occasional level with a Bruce Wayne or Clark Kent. But never before has such prominence been given to a superhero's alter ego as it is in the stealth missions of *The Hulk*.

"All the smashing and destruction can wear you out!" laughs Barnhart. "[The stealth gameplay] is always changing things up and changing the way you're thinking about the game. And it's another way to deliver what this character is about.

"The Hulk has always been very two-sided, right?" he continues. "You've got Banner trying to repress his rage and cure himself, and then the Hulk side where it's all about rage and destruction. In every good story-based thing I've ever read or watched, one thing that sucks me in the most is when I'm following the story for one character and it really has me interested, and it gets really exciting and goes onto another chapter, and then they cut to another character. It's like—boom!—another story. So it's kind of the same thing with this game, where I think it's another hook for the player to get all excited about the Bruce Banner gameplay. You turn on the game—boom!—you've got a great Hulk level. And just when you can't get enough of it, here's Bruce Banner stuff. And then you're like, 'Oh man, I can't wait till I get back to another Hulk level.' Then you start playing Banner and you're like, 'Oh, *this* is really fun. I can't wait to see what the next Bruce Banner level is.' And then—boom!—it's another Hulk level. It's kind of teasing you overall—you want to play both things. It makes the experience more rich,

Sept. 1963: *The Avengers* #1
The Avengers superteam is formed, incorporating the Hulk as a founding member along with Thor, Iron Man, Ant-Man, and the Wasp.

AVENGERS
EARTH'S MIGHTIEST SUPER-HEROES!

because you have access to so much more stuff."

In order to grant you more gameplay access, Radical used some access of its own. "[The Universal Pictures] guys were like, 'We want the game guys involved from day one,'" says Barnhart. "So two years ago, when they had their early scripts and storyboards, they were working hand in hand with the Radical guys, saying, 'Come on down to the lot. Come check out what we have.'"

What they had was pretty much everything a game developer could want. The movie's art director granted the team access to a whole trailer full of art being used in the film, including maquettes, concept art, and storyboards. The game's opening cut-scene proves as much. "If you've seen the trailers, you'll probably recognize when Banner goes up into the bathroom and washes his hands and the Hulk comes through the mirror," says Barnhart. "We got those storyboards when Universal Pictures originally had them. We took the storyboards and made the game from them, and they took them and made the film."

Universal Pictures also granted Radical an on-site look at the film's sets. "We'd walk around and take photos," says Barnhart, who goes on to describe a certain mission in which Banner (voiced by the character's onscreen persona, Eric Bana) disguises himself as a guard. "When you go up that level's final elevator, that was a set where we just walked around taking photos. When I was walking around there in the game, it was just so weird 'cause it was like virtual reality. I was actually there! When people play the game and see the film or see the film and play the game, they're going to totally recognize that and be like, 'Oh wow! How cool.' And yet it's going to take place in a different timeframe."

The Hulk picks up a year after the events of the movie, yet manages to incorporate settings from the film in a way that makes sense within the context of the story.

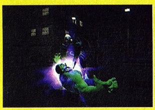
It's with this story that Radical's good relationship with Marvel Enterprises came in especially handy. With Radical, Marvel, and Universal all working hand in hand, "it was kind of like this nice little Triforce of joint collaboration to get this thing to work," recalls Barnhart.

The team, whose lead designers Barnhart describes as "*so* hardcore fans of the *Hulk* comics," was able to choose any villains from the Hulk's rogues gallery, eventually deciding on Ravage, Half-Life, Madman, Flux, and—most diabolical of them all—the Leader. (Not familiar with these guys? Check out their bios throughout this feature.) "What made us decide on which ones to pick was all about gameplay," informs Barnhart. "We chose great villains that fit into our story well but that also made each boss fight kind of unique."

In the story, the Leader allies himself with a team of Hulk foes with a mind (a *big* mind) to—you guessed it—take over the world. Using the very same gamma orb that transforms Ravage into a Hulk-like being—and has the power to cure Banner of his curse—the Leader aims to create an army of gamma soldiers. Starting in the

HALF-LIFE

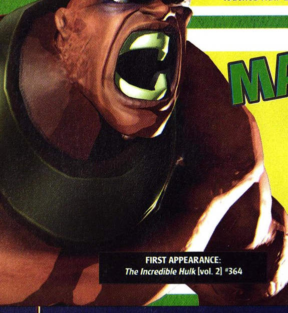
ORIGIN: Tony Materson is dead. When a gamma bomb exploded a little too near the Colorado-based English teacher, the blast killed him instantly. Or did it? At night, Materson rises from his grave in the form of Half-Life, an undead being who feeds off the energy of others simply by touching them. He may not have the Hulk's power, but he easily bests the Jade Giant in quickness—and if the Hulk touches Half-Life, the zombielike being can weaken our hero and grow stronger with the life energy he has drained.



IN THE GAME: "Half-Life makes you fight so differently," says Barnhart of the energy vampire. "You can't touch him." Instead, your best bet is to use the environment to your advantage. Once you smash the generators in the area, you can use the rods on the ground as baseball bats as you attempt to whap your ultraquick foe into the electricity for megadamage. Throwing crates, forklifts, and other heavy things also proves effective, and you might even want to risk losing a bit of energy with a powerful punch from the air.

FIRST APPEARANCE:
The Incredible Hulk (vol. 2) #334

MADMAN



FIRST APPEARANCE:
The Incredible Hulk (vol. 2) #364

ORIGIN: In graduate school, Phil Sterns (who just so happens to be the Leader's younger brother) struggled through the same nuclear physics class as Bruce Banner, whom he idolized from afar. As years passed, Banner became a prominent scientist while Sterns barely managed to pay his bills. He did keep tabs on Banner, however, and eventually learned of his hero's monstrous secret. Sterns then submitted himself to gamma radiation, hoping for similar results. He got them—in the form of Madman. The only problem: His smarter, more aggressive, redder alter ego soon took over, complete with stamina and durability similar to the Hulk's.

IN THE GAME: Madman wants to turn Betty into a gamma beast, and only the Hulk can stop him. "Try to destroy the machine and then fight him one-on-one," hints Barnhart. So, focus your attention first on destroying the four consoles. Then, be sure to dodge Madman's long-range attacks (not to mention the pesky guards out to get you). He's no faster than you, so you shouldn't have much trouble grabbing him with Circle or slamming down hard on him from the air.

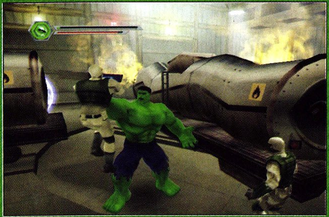
Sept. 1964: ***Tales to Astonish* #59**
The Hulk battles Giant-Man in this monthly Marvel series. In the following issue, his own stories are told for half of each book. Namor the Sub-Mariner takes Giant-Man's place beginning with *TTA* #70.

Aug. 1965: ***Tales to Astonish* #70**
For the first time, Bruce Banner maintains his intellect while in Hulk form.

TALES TO ASTONISH
THE INCREDIBLE HULK
GIANT-MAN

Jan. 1967: ***Tales to Astonish* #87**
For the first time, the Hulk publicly changes back into Bruce Banner, revealing his secret at last. Significantly present at this scene are Betty Ross, "Thunderbolt" Ross, and Glenn Talbot.

April 1967: ***Tales to Astonish* #90**
Hulk's most powerful foe, the Abomination, debuts. Covered with lizardlike scales, he's smarter, bigger, stronger...and uglier.



desert (a flashback), the Hulk and Banner find themselves visiting other locales from the film, such as San Francisco and the military base. The game ends aboard the Leader's ship with a plot twist of sorts when both Banner and the Hulk confront the big-brained megalomaniac.

The comic-book influence on *The Hulk* strongly influenced the game's beautiful mix of realistic and cel-shaded graphics. "We thought, 'what a cool way to kind of bring all that together, by creating this new version of cel-shading,'" Barnhart tells us. "You cel-shade it in a way that doesn't make it feel cartoony, but makes it look like kind of a combination of realism from the film and a comic look. And then we're like, 'Gosh, not only does this kind of bring these two universes together, but—wow—this looks really cool!' There're no other games that do that type of cel-shading."

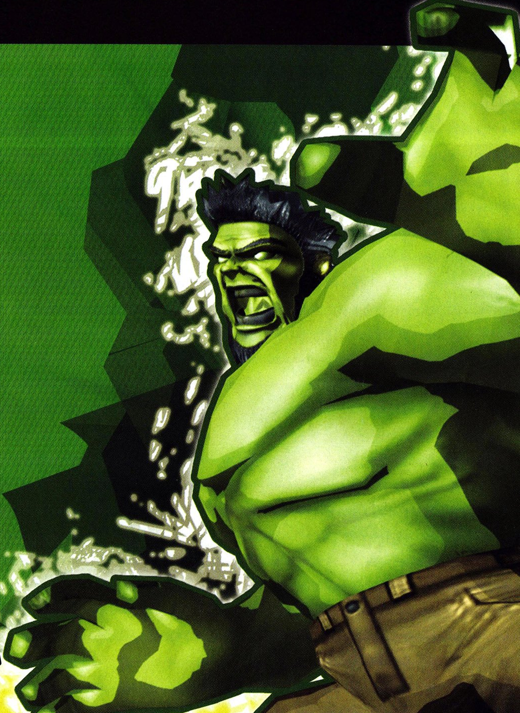
And Barnhart doesn't deny the Hulk-sized pressure associated with pleasing fans who are tired of their only good gaming experience with the Jade Giant coming courtesy of Capcom fighting games. "It's humongous!" he admits. "It was very overwhelming—something that was a huge challenge. But very fun at the same time."

Yes, fun...not unlike the game itself. If Bruce Banner ever decides to take up gaming, *The Hulk* might not be a bad place for him to start. ■ ■ ■

RAVAGE

ORIGIN: When Bruce Banner was studying physics as an undergrad at Desert State University, Dr. Geoffrey Crawford took the brilliant student under his wing. Years later, Banner rekindled his friendship with Crawford, who claimed to have found a cure for his Hulk transformations. As Banner soon found out, though, the wheelchair-bound professor had other ideas in mind. By deceiving his pupil, Crawford became a Hulk-like creature of his own, freeing himself from his crippled state. As Ravage, Crawford maintains his intelligence yet uses his gamma-fueled powers with evil intent.

IN THE GAME: Ravage may be the first villain you encounter, but don't expect to fight him until later. Perhaps more than any other boss fight in the game, this is a true grudge match. Just like Hulk, Ravage slams the ground hard, causing stalactites and other debris to fall on you. "That's also his Achilles' heel," says Barnhart.

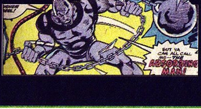


"You can just pick those things up and throw them—that's what hurts him the most."

FIRST APPEARANCE:
The Rampaging Hulk [vol. 2] #2

April 1968: *The Incredible Hulk* [vol. 2] #102
Namor and the Hulk say good-bye to *Tales to Astonish*, as the newly dubbed *The Incredible Hulk* continues *Tales'* numbering and dedicates all its pages to its green-skinned namesake.

March 1970: *The Incredible Hulk* [vol. 2] #125
The Absorbing Man, who can absorb the physical properties of anything he touches, becomes one of the Hulk's deadliest, baldest foes.


BUT YA CAN ALL CALL ME—THE ABSORBING MAN!

July 1971: *The Incredible Hulk* [vol. 2] #141
Out of curiosity, Dr. Leonard Samson irradiates himself with gamma-particle energy drained from the Hulk. He gains 200 pounds of muscle, fights Hulk, and later becomes one of Banner's great friends.

THE HULK

THE MOVIE

Nov. 1974: *The Incredible Hulk* [vol. 2] #181
Wolverine makes his first full appearance as a Canadian operative in pursuit of the Hulk!

HULK
WOLVERINE

Nov. 11, 1977: *The Incredible Hulk* TV pilot
The Hulk's live-action debut changes the comics. Bill Bixby plays Dr. David Banner (no Bruce), and a green-painted Lou Ferrigno takes over when he gets angry.

Feb. 1980: *The Savage She-Hulk* #1
The She-Hulk is born as a result of a blood transfusion Banner provides to save the life of his cousin, Jennifer Walters. Green chicks = hot.

June 1981: *The Incredible Hulk* [vol. 2] #260 Major Glenn Talbot pilots a plane trying to take down the Hulk. Hulk takes down the plane and Talbot is killed.

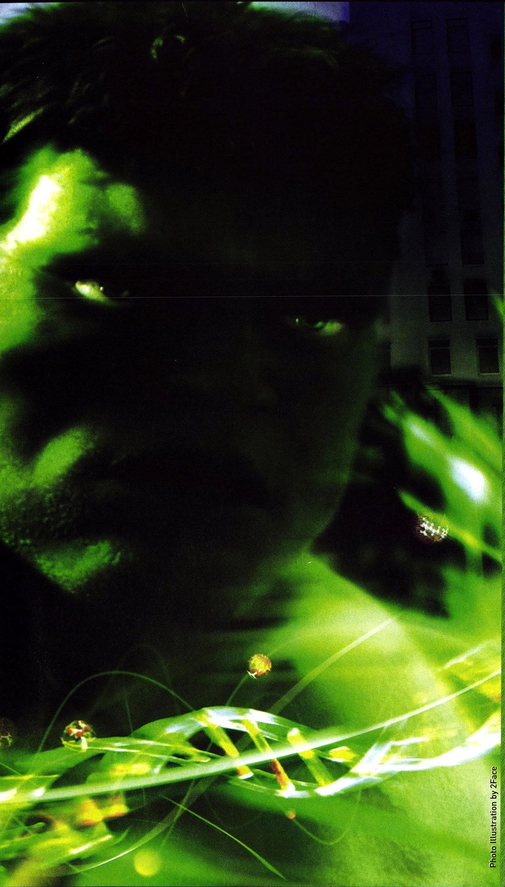


Photo Illustration by 2Face

Sam Raimi wowed moviegoers with *Spider-Man*. Bryan Singer's *X-Men* films are only getting better. Now, it's Ang Lee's turn to debut one of Marvel Comics' most iconic superheroes on the big screen. And based on the buzz behind Universal Pictures' biggest summer blockbuster, the respect Raimi and Singer have paid to their respective franchises may not hold a gamma ray to Lee's dedication to *The Hulk*.

"The Hulk is the first Marvel creature in the comic-book world that is a mixture of monster and superhero," says Lee, whose attention to detail has reportedly resulted in the likes of two-hour discussions on how a certain major character might eat a chicken wing. "I think it's possible to do a mixture in a very emotional way. We all have that Hulk inside of us—that alter ego."

No one shows that side of his personality to the world in quite the same manner as that poultry connoisseur himself, Dr. Bruce Banner, played by Eric Bana (*Black Hawk Down*). "There's so much soul-searching in this character," Bana tells us. "He's a somewhat confused individual. On the surface is a scientist and that kind of thing—underneath, there's a dark past. He isn't completely in touch with what has occurred and why. As the movie progresses, he gets closer to discovering those dark secrets and repressed memories."

Hot off *A Beautiful Mind* (and, well, just plain hot), Oscar-winner Jennifer Connelly plays Betty Ross, whose attraction to Bruce is based largely on trying to figure him out. "Betty Ross finds herself in love with somebody. She doesn't know who or what he is," Writer/Co-producer James Schamus told *USA Today*. "Her quest to find the truth is also a quest to fully realize her love."

Nick Nolte's (*48 Hours*) role as Bruce's abusive father, David, factors heavily into his son's disturbed psyche. Also a scientist, David may have instilled much more in Bruce than inner rage and resentment. "I improved on nature, a million times more powerful!" he boasts in the film.

After a gamma-radiation experiment goes awry, we know exactly what Bruce's pop means. Complicating matters, the military doesn't take kindly to green muscle-bound freaks on a rampage. Major Glenn Talbot (Josh Lucas, *Sweet Home Alabama*) and Betty's father, General Thaddeus "Thunderbolt" Ross (Sam Elliott, *We Were Soldiers*), lead the charge to bring down the Hulk, who is brought to life by incredible computer imagery courtesy of Industrial Light & Magic.

Lee may treat his virtual actor with more care and precision than his real ones. In fact, daily supervision by the man best known for directing *Crouching Tiger, Hidden Dragon* ensured that ILM created a realistic-looking Hulk, complete with facial hair, pores, and muscles that respond to movement in an anatomically appropriate manner.

Acting alongside a 15-foot synthespian who wasn't actually there for the shooting proved unsettling for Connelly. "I'm looking at pieces of pink tape on the cutout head," she recalled to *Vanity Fair*. "There's nothing there! It's a little humiliating."

It didn't take long for Connelly to get used to her situation, however, and the onscreen result should exemplify what Lee values to an even greater degree than CGI (or even proper chicken consumption): a thrilling yet serious, emotional story.

Nolte was skeptical before he accepted his role. "I wasn't interested in just doing a cartoon," he told DarkHorizons.com. "Ang came to the house and said, 'Look, Nick, I don't know how to do a cartoon. But I do know how to make a Greek tragedy.' So I said, 'If we go for a Greek tragedy, I'll go for it.'"

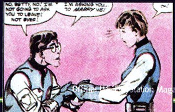
Marvel producer Avi Arad applauds Lee for going the extra three-mile leap to shake the "just a comic movie" stigma. "Usually, a director like Lee reacts to a story he can tell," he says. "Audiences should think of *The Hulk* as an art film with amazing action and a big budget."

Even with talk of a sequel already making the rounds, based on his remarks to *Entertainment Weekly*, it sounds like Lee needs a break: "When this is over, *anything* green is going to make *me* want to Hulk out."

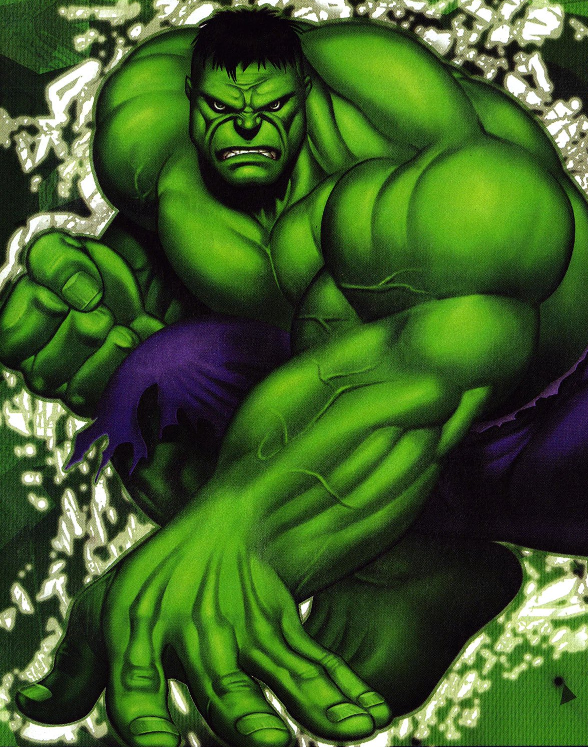
May 1982: *The Incredible Hulk* TV series, "A Minor Problem"
There's one *major* problem in this, the last, episode of *The Incredible Hulk*: It ends with a never-resolved cliffhanger!

1984: *QuestProbe Featuring the Hulk*
Computer gamers get a chance to take part in the Hulk experience in this text-based adventure. It's not exactly as visceral as Universal's game.

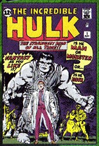
May 1986: *The Incredible Hulk* [vol. 2] #319
After a 24-year courtship, Dr. Robert Bruce Banner and Betty Ross are finally wed! (How do they stay looking so young?!)


NO, BETTY, NO! I'M NOT GOING TO ASK YOU TO LEAVE! NOT EVER!
I'M ASKING YOU... TO MARRY ME!
OH!

THE HISTORY



THE MONSTER IS BORN


THE INCREDIBLE
HULK
THE STRANGEST MAN OF ALL TIME!!
IS HE MAN OR MONSTER OR... IS HE BOTH?

In 1961, Marvel Comics writer Stan Lee and artist Jack Kirby revitalized superhero comic books by creating *The Fantastic Four*. The duo hoped to continue that success the following year with a new project. Inspired since his youth by Boris Karloff's rendition of the monster in *Frankenstein*, Lee set out to create his own misunderstood monster with whom readers could sympathize. When he realized a cerebral side was also needed to keep the character interesting, he recalled Robert Louis Stevenson's classic novel *Dr. Jekyll and Mr. Hyde*. "The idea of a character transforming from normal to monstrous and back to

Oct. 1986: *The Incredible Hulk* [vol. 2] #324
It's the first (return) appearance of the Gray Hulk since his 1962 debut with *The Incredible Hulk* #1 (which, until now, had been treated as a "mistake").

April 1987: *The Incredible Hulk* [vol. 2] #330
General "Thunderbolt" Ross dies. He mysteriously returns in later issues of the comic-book series. Wanna know how? So do we!

May 1987: *The Incredible Hulk* [vol. 2] #331
Writer Peter David begins his 136-issue run working on *The Incredible Hulk*. Most fans consider David's 11 years writing for the series to be the best Hulk era ever.

Sept. 1988: *The Incredible Hulk* [vol. 2] #347
Gray Hulk begins his stint as Las Vegas bodyguard Mr. Fixit. While in this role, he meets and dates Marlo Chandler, who later marries his pal Rick Jones in issue #418.

normal again intrigued me," Lee writes in his foreword to *Hulk: The Incredible Guide*.

By January 1962, Lee's tragic tale had intrigued its own readers. Set at a desert facility run by the U.S. Department of Defense, the story opened with Dr. Bruce Banner preparing to test his much-ballyhooed "G-bomb," a gamma-radiation bomb created at the height of the Cold War in order to deter a nuclear attack. After weeks of setbacks—many caused by a frustrated Soviet spy named Igor Drenkov—Gen. Thaddeus "Thunderbolt" Ross grew impatient and ordered the countdown to begin. At the same time, Banner noticed a teenager named Rick Jones driving his car through the site on a dare. In an act of heroism, Banner rushed to rescue the teen and managed to throw him into a ditch moments before the bomb detonated. One problem, though—Banner didn't quite make it that far.

Miraculously, the brilliant scientist survived the blast, but he began to experience unbearable pain as gamma radiation flowed through his body. Banner suffered for the next several hours until night set in, at which point his body underwent an awesome, horrific, and incredible transformation: He became the monster known as the Hulk.

Soon after the events of his first comic, the Hulk began to adapt into his more traditionally known form. Because Lee and Kirby preferred the color green's look on the comic-book page, they changed the creature's original gray hue. And rather than have the absence of daylight trigger Banner's transformation, the creators decided that strong feelings—like anger and fear—would provide the catalyst.

BEAUTY AND THE BEAST

Since page two of *The Incredible Hulk* #1, Betty Ross has been there. The daughter of Gen. Ross, she spent her early years as a military brat on the move. Then she met a shy, sensitive physicist named Bruce Banner—a sharp contrast to the tough-as-nails soldier types she'd grown accustomed to. From their very first meeting, Betty felt something special for Banner—but when the person you're in love with turns into a raging monster hated by the world, it tends to complicate matters.

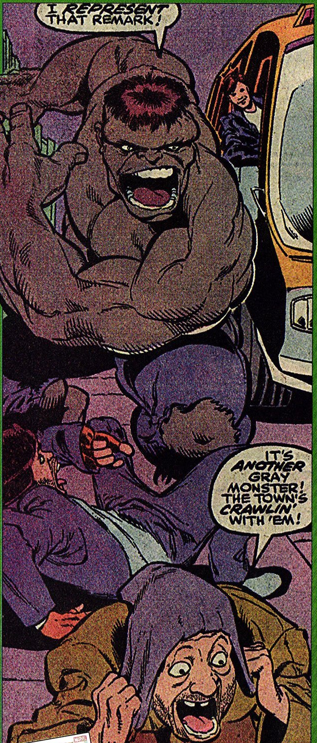
Throughout the years, many factors prevented the couple from hearing wedding bells. Above all, Gen. Ross detested Banner's green alter ego. At one point, everyone believed Banner dead though the Hulk lived, so Betty married his rival, Maj. Glenn Talbot. Soon after, a supervillain named MODOK submitted Betty to gamma rays, transforming her into the evil birdlike Harpy—one of the few creatures who ever defeated the Hulk. Betty eventually reverted to normal, though, and divorced Talbot. By 1986, she and Banner wed, and despite their marriage's rocky points (including a miscarriage three years later), the two loved each other until Betty's tragic death at the hands of the Abomination in 1998.

GREEN AND GRAY

Although most people know the Hulk as a green-skinned, dim-witted beast incapable of constructing a proper sentence, Banner's alter ego actually takes many forms. When Banner was a child, his father abused him, leading to his multiple-personality disorder later in life. The gamma radiation he was exposed to simply unleashed the other beings within him, each manifesting itself as a different Hulk.

Several incarnations have presented themselves, but the green Savage Hulk (as opposed to Professor Hulk or Mindless Hulk) is the one you're probably most familiar with. His limited vocabulary, childlike nature, and need to be alone represent Banner's powerless inner child. Of course, being the strongest version, Savage Hulk is anything *but* powerless.

Though Gray Hulk resulted as a misprint of sorts from the first *Hulk* issue, writers in the 1980s resurrected him to add more complexity to the character. Very intelligent, but not as big or strong as Savage Hulk, Gray Hulk is still a brute—not someone you'd wanna mess with. Once, while the world believed the Hulk was dead, Gray Hulk managed to sequester his Banner side. Naming himself Joe Fixit, he worked as an enforcer for a Las Vegas casino owner—beating the crap out of people was part of his job, and he loved it. Eventually, however, Banner fought his way back as the dominant personality.


I REPRESENT THAT REMARK!
IT'S ANOTHER GRAY MONSTER! THE TOWN'S CRAWLIN' WITH 'EM!

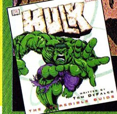
The Incredible Hulk
HULK

WHAT YOU NEED TO KNOW NOW

Interested in reading *Hulk* comics but intimidated by the thought of jumping in with a limited knowledge of the character? We asked Marvel Comics Editor Axel Alonso to fill us in on the basics of what's going on now.

"The current *Hulk* story line (written by Bruce Jones) has broadened the audience for the series because it cuts to the heart of the character," says Alonso. "If you or I lose our temper, we break some fine china—if Bruce Banner loses his cool, he unleashes a force that can level a city. That's heavy stuff.

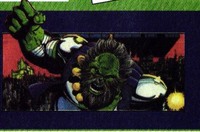
"The current *Hulk* is about anger-management issues, the uncontrollable id, the line between man and monster," he continues. "Like the character from the TV show of old, our Bruce Banner is a man on the run for a crime allegedly committed by his alter ego. Unlike the TV show, he is being pursued not just by the authorities, but also by mysterious and seemingly sinister forces—forces with motives of their own. The backdrop is weird science; the vibe is pure thriller. This is not a superhero book."



Wanna learn more about the Hulk's long (and confusing!) history? Check out Tom DeFalco's excellent Hulk: The Incredible Guide from DK Publishing or Marvel's own Hulk Encyclopedia.

June 1991: *The Incredible Hulk* [vol. 2] #382
The Hulk joins the Pantheon. Assembled by a philanthropic immortal named Agamemnon, the superteam's goal is to prevent emergencies from happening.

Jan. 1993: *The Incredible Hulk: Future Imperfect*
This miniseries lands Hulk in a postapocalyptic future where he must confront *himself*. Driven mad by further nuclear radiation, "Maestro" rules with an iron fist.

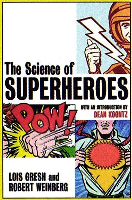


July 1998: *The Incredible Hulk* [vol. 2] #466
Bruce Banner's wife Betty Ross is murdered by the Abomination, the result of gamma-radiation blood poisoning.

THE HULK

WEIRD SCIENCE: THE HULK

BY LOIS H. GRESH AND ROBERT WEINBERG
—based on text from their book, *The Science of Superheroes* (John Wiley & Sons, 2002)


The Science of
SUPERHEROES
WITH AN INTRODUCTION BY DEAN KOONTZ
POW!
LOIS GRESH and ROBERT WEINBERG

The Hulk is one of the most popular and, more important, fun comic-book characters of all time. But is the story of his creation believable? In his origin tale, nuclear scientist Bruce Banner invents a "gamma-ray bomb" and is exposed to hard radiation. Banner is so radioactive that he sets off Geiger counters. When angry, he changes into the monster dubbed the Hulk.

So what is a gamma-ray bomb, and could it turn Banner into the Hulk? Is there any way to turn a person bright green (well, without paint or food coloring)?

Gamma rays are electromagnetic radiation emitted during a nuclear explosion. We measure the radiation in units called rems. If Banner received the full brunt of the gamma rays from his bomb—if his body set a Geiger counter crackling hysterically—he'd have received a dose of 1,000 rems or more. A reading of 800 rems is fatal.

If Banner was exposed to 400 to 800 rems, his chance of living more than a few days may have increased to 50 percent. However, he'd be at a high risk for fatal cancer.

Hard radiation does one thing: It kills. If Banner was exposed to gamma radiation, he would have died within two days. The Hulk just doesn't make sense according to his origin story.

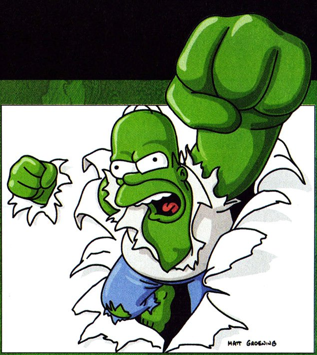
But that doesn't mean a Hulk of sorts is scientifically impossible. Let's imagine this scenario: Instead of majoring in nuclear engineering and gamma ray bombs in college, suppose Banner studies chemistry and biology. In particular, he examines the adrenal glands that produce steroids, which are the hormones that control body shape and produce chemicals that react to fear and anger.

In our story, Bruce creates super versions of the artificial steroids used by bodybuilders. High steroid use can cause baldness, mood swings, and rages—in short, the Hulk. These super steroids would be modified to wear off after a few hours, thus returning Bruce to his normal size and temper.

Further, let's suppose Bruce learns about Alba, the GFP (green fluorescent protein) bunny. In real life, scientists removed fluorescent protein from jellyfish and inserted the gene into a fertilized rabbit egg cell that grew into Alba. The green gene was present in every cell of Alba's body. When Alba rested beneath a black light, she glowed green.

In our version, Banner uses himself as a test subject for the same experiment by inserting the green fluorescent protein into his own cell structure. Whenever he gets angry, the super steroids activate the GFP gene in his body, causing his skin to glow green. When the steroid wears off, Bruce's color returns to normal.

Do we care whether Dr. Bruce Banner could turn into the Hulk? Sure! It's nice to know that the Hulk could indeed be big, green, and supermean.



SPOOFS

The ultimate form of flattery

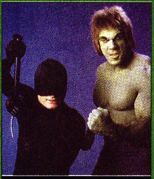
The past few decades have seen many attempts to satirize the Hulk. In 1992, a green-painted Chris Farley delivered a hilarious eulogy at Superman's funeral on *Saturday Night Live* (above). More recently, a 2002 *Simpsons* episode featured Homer Hulking out (left)

There's something exhilarating about the Hulk, according to Axel Alonso, editor at Marvel Comics. "I mean, who hasn't wished they could transform into a big, indestructible monster at one time or another? And then there's the purple pants.... Don't get me started."

For some reason, we think even mainstream audiences find more than just the Hulk's wardrobe appealing. Fact is, even without this summer's megahype, you don't have to be a comic-book fan to relate to what ol' Greenskin is all about. Throughout the years, other media—especially television—have contributed to the Hulk's giant popularity.

THE TV SHOW

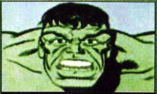
Who would have thought that one of the biggest TV stars of the late '70s would be a world-class bodybuilder painted green? Starting in 1977 and lasting for five seasons, CBS's *The Incredible Hulk* featured the bulky Lou Ferrigno as the monstrous alter ego of Dr. David Banner, played by the late Bill Bixby. (The show's producer changed the character's name to David both to avoid alliteration and because Bruce sounded too "gay.") The show's loose interpretation of the comic-book mythos meant there was no Leader, Abomination, or anything else remotely resembling a supervillain. Instead, Banner spent his life on the run, especially from a tabloid reporter named Jack McGee (Jack Colvin), while looking for a cure to his Hulk-itis. You can get a taste for what the series is all about on Universal's recently released DVD of the pilot episode (see page 51 for more).



"Eat your heart out, Affleck!"

THE MADE-FOR-TV MOVIES

Years after the TV series ended, Bixby and Ferrigno returned to their popular roles in three TV movies for NBC. Though excruciatingly hard to watch (check out Anchor Bay's recently released two-disc DVD set to see what we mean), both *The Incredible Hulk Returns* and *The Trial of the Incredible Hulk* tried to please Marvel fans with appearances by Thor (Eric Allan Kramer) and a black-pajamas-wearing Daredevil (Rex Smith). Even Gimli himself, the respectable John Rhys-Davies, embarrassed himself in *Trial* as the Kingpin. However, 1990's *Death of the Incredible Hulk* (also available on DVD, but from Fox) offered closure in a story that had the heart of the TV show. So what if the Hulk's falling out of a plane to end his life seemed a little anticlimactic?



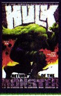
"Hulk look funny in '60s cartoon!"

THE CARTOONS

Dating all the way back to 1966, three animated series have prominently featured the Hulk. Green Genes joined Namor, Thor, Iron Man, and Captain America in *Marvel Super Heroes*, an extremely low-budget syndicated production in which the cartooning literally involved making stills from published comic books move at an incredibly low framerate. Things got better in 1982, when NBC's *The Incredible Hulk* ran for one season in the same hour block as *Spider-Man and His Amazing Friends*. The best thus far, though, was 1996's *The Incredible Hulk* on UPN. The show lasted two seasons, featured excellent animation, and faithfully re-created classic story lines for modern times. Appropriately enough, Lou Ferrigno actually voiced the Hulk for the show.

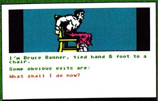
April 1999: *The Hulk* #1
The Hulk's book is renumbered in the series that continues to today. Commencing with issue #12, The word "Incredible" is again added to the title.

May 1999:
The Incredible Hulk roller coaster opens at Universal Studios' Island of Adventure in Orlando, Florida.



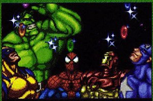
Jan. 2002: *The Incredible Hulk* [vol. 3] #34
Writer Bruce Jones and artist John Romita, Jr. send Bruce Banner on the run after he's blamed for the death of a young boy. This story represents a darker, edgier direction.

June 2003:
The Hulk from Universal Pictures smashes into a theater near you. Celebrate with a pair of Hulk Hands!

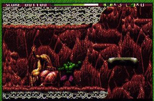


```
I'm Bruce Banner, tied hand & foot to a chair.
Some obvious exits are:
What shall I do now?
```

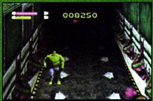
QuestProbe Featuring the Hulk



War of the Gems



The Incredible Hulk (Genesis)

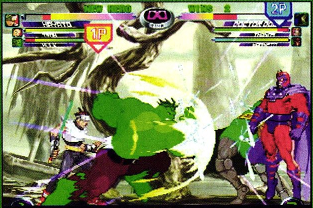


TIH: The Pantheon Saga

19 YEARS OF GAMES

Just not many good ones

Until now, the Hulk's track record for videogame stardom has been considerably less than incredible. Perhaps being canceled on Atari 2600 was a bad omen. (Can you find the unreleased game's screenshot on page 118?) Ol' Greenskin's first starring role occurred in a popular—yet unplayable by today's standards—text adventure for computers. The 16-bit games at least hold up in their mediocrity, but only the most hardcore fans will care enough to play at all. As for the PS1 game...why did Eidos even bother? If not for the new Universal *Hulk*, we might still think he's good only for supporting roles in Capcom fighters.



Marvel vs. Capcom 2

HULK GAME-OGRAPHY

STARRING ROLES

- **THE INCREDIBLE HULK** (Atari 2600, Parker Brothers, never released)
- **QUESTPROBE FEATURING THE HULK** (various Apple/PC formats, 1984)
- **THE INCREDIBLE HULK** (SNES/Genesis/Game Gear, U.S. Gold, 1994)
- **THE INCREDIBLE HULK: THE PANTHEON SAGA** (PS1/Saturn, Eidos, 1997)
- **THE HULK** (PS2/Xbox/GameCube/PC, Universal Interactive, 2003)
- **THE INCREDIBLE HULK** (Game Boy Advance, Universal Interactive, 2003)

SUPPORTING ROLES

- **MARVEL SUPER HEROES** (Arcade/Saturn/PS1, Capcom, 1995)
- **MARVEL SUPER HEROES IN WAR OF THE GEMS** (SNES, Capcom, 1996)
- **MARVEL SUPER HEROES VS. STREET FIGHTER** (Arcade/PS1, Capcom, 1997)
- **MARVEL VS. CAPCOM: CLASH OF SUPER HEROES** (Arcade/PS1/Dreamcast, Capcom, 1998)
- **MARVEL VS. CAPCOM 2: NEW AGE OF HEROES** (Arcade/Dreamcast/PS2/Xbox, Capcom, 2000)

REVIEWS

Making the world a more perfect place.

OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH

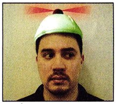
APE ESCAPE 2

MONKEYS ARE FUNNY

And funny is one of the things that can land you a Game of the Month award in *OPM*.

MEET THE CRITICS

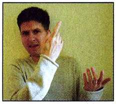
JOHN DAVISON
John's still suffering from a pleasure overload at seeing *GT4* and *MGS3* screens.
Current Favorites: *Soul Calibur 2* (still), *SOCOM* (still)
Favorite Genres: Driving, killing, driving and killing



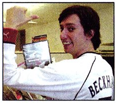
GARY STEINMAN
Think you caught all the monkeys? Think again! (Oh, yeah—shut up, Chris.)
Current Favorites: *Ape Escape 2*, t.A.T.u.
Favorite Genres: RPG, Platformers

JOE RYBICKI
Joe's idea of a good time: 1. Watch *The Ring*. 2. Play *Fatal Frame*. 3. Whimper.
Current Favorites: still *SOCOM* (look for "joePM")
Favorite Genres: FPS, Puzzle, Shooting things

CHRIS BAKER
CHRIS SMASH GARY! CHRIS SMASH TODD! CHRIS SMASH SAM! CHRIS SMASH YOU!
Current Favorites: *The Hulk*, SMASHing!
Favorite Genres: *SMASH! SMASH! SMASH!*



SAM KENNEDY
If there's one thing Sam loves about having his bio underneath Chris', it's that no matter what, he can't seem half as dorky.
Current Favorite: *Arc the Lad*
Favorite Genres: Action



TODD ZUNIGA
Yo, check it. I's either playin' footie wit' me main mens on da PS2, or I's out wit' me geezers sharkin' fo' birds.
Current Favorites: *Winning Eleven 6*, *Da Ali G Show*
Favorite Genres: Sports

REVIEWS

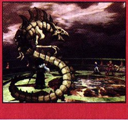
A surprising number of surprisingly good games show their faces this month.

PS2 GAMES
92 Ape Escape 2 ★★★★½
93 Arc the Lad: Twilight of the Spirits ★★★★
96 Chaos Legion ★★★½
93 Chessmaster ★★★½
95 Evil Dead: A Fistful of Boomstick ★★★
91 The Hulk ★★★★
98 Resident Evil: Dead Aim ★★★½
95 Silent Line: Armored Core ★★★½
97 Speed Kings ★★★★
94 Unlimited Saga ★★
97 Wakeboarding Unleashed Feat. Shaun Murray ★★★★½

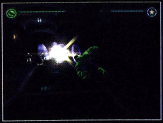
PS1 GAMES
99 Air Hockey ★★★½
99 Jigsaw Madness ★★
97 MLB 2004 ★★★
99 Mobile Armor ★
99 Monster Bass! ★★
99 Patriotic Pinball ★★½

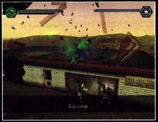
PERIPHERALS
99 Air Flo EX ★★★
99 Promedia GMX D-5.1 ★★★
99 Remote Free ★★★

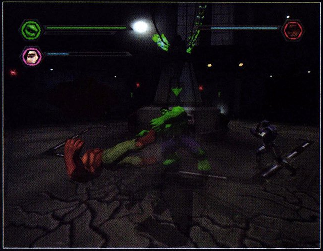
92 **MONKEYS**
Monkeys in hats
Monkeys in trousers

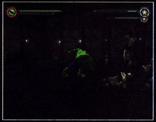

94 **HARD.**
Core.
Saga is harder than you.

98 **READY**
Aim
Fire away in the new *RE*









THE HULK

One incredible beat-em-up

Publisher: Universal Interactive **Developer:** Radical **MSRP:** $49.99 **ESRB:** Teen

Take a second to think about everything you could possibly want in a Hulk game. If you're like me, you might have pondered this in the past with thoughts like, "Well, lots of smashing! And...um... really big bosses to fight! And... well...um...did I mention lots of smashing?"

Fact is, with a character like this incredible icon of superheroics, there's not a whole lot more you can realistically expect than a game that makes you feel like ol' Green Genes. And that's where the smashfest known as *The Hulk* succeeds. It may feature the problems inherent with most any game of the *Double Dragon*/*Final Fight* variety, but there hasn't been a punch/kick/throw beat-em-up this good in many years.

If you want "HULK SMASH!" you've got it. Although the game takes the Green Goliath on a very linear path of destruction, it's a very entertaining one that, thanks largely to its fantastic physics engine, you can play differently just about any time you experience the game. You can also interact with almost anything found along the way—pick up everything from debris to cars to butchered meat hanging in a freezer, then use it to knock the crap out of any soldier, gamma dog, or other freakish abomination you face. The addition of all of the Hulk's signature moves (save the three-mile leaps, an understandable omission for gameplay's sake) only makes things better for comic purists, though having to hit two buttons at once for a Rage attack often leads to undesired results.

"Undesired" also describes the Bruce Banner levels. I appreciate the change of pace offered by stealth missions, but *Metal Gear Solid* quality these are not. While the cinematic camera angles never really inhibit your experience as the Hulk, as Banner, they can make it impossible to effectively stealth-kill a soldier, because you're simply too far away to judge depth properly—that's a real problem. Beyond that, the A.I. forgets about you once you reach a certain point of escape, much of these missions amount to simple crate pushing, and some of the stealth action is just plain illogical. (Case in point: In one area, Banner disguises himself as a *masked* soldier, yet he's recognized if he gets too close to an enemy. Noticeably keeping as far away from them as possible, however, raises no suspicion.) The only real bright spot to these levels is hearing Eric Bana's excellent voice work.

Fortunately, few levels delve in the throwaway stealth, and any criticisms of the smash-em-up action are probably exactly what you'd expect—it's somewhat repetitious after a while and a bit nonsensical (does it really take three Hulk hits to bring down one measly human soldier?). I also wish the plot had done a bit more to introduce Hulk newbies to the stories behind the bosses ripped straight from the Hulk comics—Ravage, Madman, and Flux aren't exactly the Joker, Lex Luthor, or Magneto. Despite that oversight, though, most boss fights, especially the one against Half-Life, are a blast.

As a character, the Hulk may not be as conducive to gameplay as Spider-Man or Wolverine, but you have to applaud Radical for doing just about everything you could want with the not-so-jolly green giant. Stealth missions excepted, you're in for a genuinely fun eight hours of gameplay in *The Hulk*. Nuff said.

Chris Baker

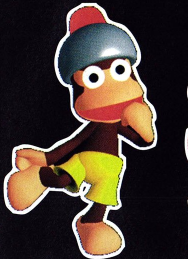
★★★★

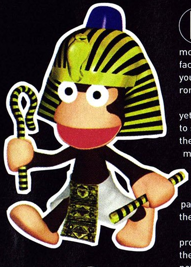
OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH

APE ESCAPE 2

There's no business like monkey business

Publisher: Ubi Soft **Developer:** Sony CEI **MSRP:** $39.99 **ESRB:** Everyone





Fact: Everyone loves monkeys. Next fact: *Ape Escape 2* is loaded with monkeys—300, to be exact. Final fact: If you don't love monkeys, you're un-American and the terrorists have won.

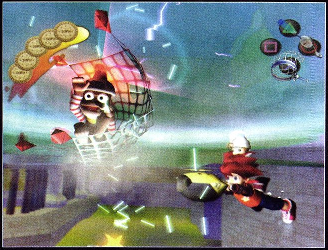
Consider these three simple yet irrefutable facts, and it's easy to see why *Ape Escape 2* is one of the greatest games ever made. I mean, just think about the premise: You're on a mission to capture monkeys. With a net. And these monkeys wear pants (er, mostly), which makes them even funnier. It's gotta rule!

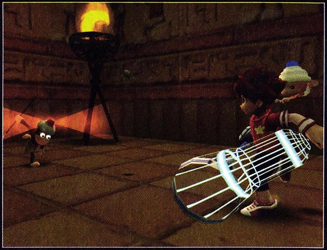
Still not convinced? Well, that's probably because you're one of the far-too-many people who never played the first *Ape Escape*, released back in 1999 for PS1. One of *OPM*'s top 50 PS1 games of all time, *Ape Escape* was remarkably innovative. The neatest part? The control scheme. Finally, a platformer that used the Dual Shock in such a twisty yet incredibly effective way: right analog stick for movement, left analog stick to control your numerous clever gadgets. That led to all kinds of wacky fun, like running in one direction while swiping with your net in another. Or controlling an RC car while strolling alongside it. Or twirling the right stick to soar through the air with a helicopter gadget while steering with the left stick. Believe me, this works brilliantly, and it's brilliantly fun.

Ape Escape 2 is basically more of the same, but with better graphics and some nifty new gadgets and vehicles.

That's a good thing, by the way. After all, even if you've played the first game, the quirky concept and killer controls won't feel played out. It remains as fresh as a green banana (but more tasty, since green bananas aren't as yummy as those mushy, overripe brown ones).

Unfortunately, a few of the problems that plague the first game also stick around for the sequel. The worst offender? The camera, which might be the only casualty of *Ape Escape*'s otherwise-fantastic control setup. Since the analog sticks are both accounted for and the right shoulder buttons are used for jumping, there's no free button for camera movement. Still, I found that I adjusted to the camera pretty quickly—but I'm sure at least a few of you will suffer seasickness from the herky-jerky movements.





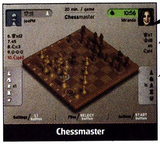
I also hated the final boss, which took me several terribly vexing hours to beat. (Yes, Mom—I know *hate* is a strong word, but in this case I mean it.)

But despite that frustrating final fight, I won't be going out on a sour note, because as I write this, I still have 47 monkeys left to capture—some that I missed the first time around, others that I can get to only after I "beat" the game. And that makes me really happy. Because everybody (yes, *even* Canadians) loves monkeys—especially when they wear those silly short pants.

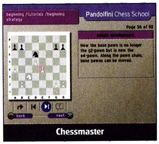
Gary Steinman

★★★★½

NEXT UP
Sony is working on *Arc the Lad Online*, a *Final Fantasy XI*-style MMORPG.



Chessmaster



Now the base pawn is no longer the g2-pawn but is now the e4-pawn. Along the pawn chain, base pawns can be moved.

Chessmaster

CHESSMASTER

Publisher: Ubi Soft
Developer: Ubi Soft
MSRP: $19.99 **ESRB:** Everyone

Every time I pick up a console chess game, the first thing I do is check out all the fancy 3D sets that are included. And every single time, I end up switching to the 2D, black and white iconic set after about 10 minutes. The resolution of a standard TV just isn't high enough to allow for much clarity on a busy 3D chessboard.

Chessmaster compounds the problem by not including any kind of zoom control on the camera. It's just one example of the many game elements that look great at first glance, but prove to be less thrilling in practice.

Take, for example, the extensive Pandolfini Chess School. It offers some solid training for the advanced player, but neophytes might find it extremely tough to understand. Each lesson is followed by a series of quizzes—but many of them assume knowledge that the lesson itself hasn't taught. What's worse, if you get the answers wrong, you're shown only the right answer, not *why* that answer is right and yours is wrong.

The game also includes an animated mode where the pieces act out brief combat scenes when a piece is taken—but the pieces themselves look ridiculously similar to one another, so it's nearly impossible to follow the game.

Chessmaster is a full-featured chess game. And it undoubtedly will help you hone your game if you already have some experience under your belt. But it's flawed in a lot of little ways, and these little flaws add up.

Joe Rybicki

★★★½

ARC THE LAD: TWILIGHT OF THE SPIRITS

Publisher: Sony CEA
Developer: Cattle Call
MSRP: 39.99 **ESRB:** Teen

Every once in a while a game comes around and completely catches you off guard. For me, *Twilight of the Spirits* is one of those games—partly because it came straight out of nowhere (Sony unfortunately gave it next to no prerelease hype), but also because it's such a departure from the *Arc the Lad Collection* I reviewed last year. It really made me realize how dated those PS1 *Arc*s actually are.

Twilight is entirely fresh in almost every respect. Its visuals had me immediately surprised. Not only do the graphics often approach those of *Final Fantasy X* in terms of detail and clarity, but the direction will have you easily mistaking this for a Square game. It's clear that Sony infused this title with a healthy budget.

The story is also much more engaging this time around. It takes place thousands of years after the previous titles and centers around two separated-at-birth brothers whose lives become intertwined in their quest to control the Spirit Stones, a valuable commodity in the world of Deimos. The neat part is, you constantly swap back and forth between the two brothers, which gives you an interesting perspective on the intriguing story.

Music has always been a strong point in the *Arc* series, but it's at its best here. The majestic orchestral melodies return, but along with them come upbeat battle themes and moving melodies. Although the game reuses tracks for several scenes, it's impressive how well the musical selections accompany each sequence. It gives the impression of a film score that's perfectly matched to onscreen happenings.

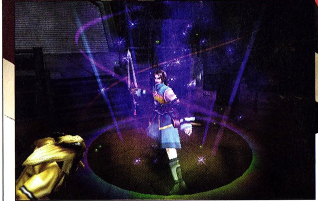
The only feature that hasn't changed much is the battle system—which is one of the game's few drawbacks. It's not bad, but it doesn't quite feel on par with the rest of the experience. Regardless, since the battles are strategy based, they at least remain interesting throughout. Unfortunately, every once in a while, you'll run across a battle that, for the sake of the story, requires a lot more of you than a typical battle would, making things seem a little uneven. Usually, it'll take you a couple of tries to figure out exactly what to do—a problem made worse by the fact that game saves are few and far between.

For the most part, though, *Twilight* is an especially solid RPG with very few low points. Fans of the original games will surely dig this latest installment (and will enjoy the occasional subtle reference to previous titles), and everyone else ought to at least get sucked in by its unique story line.

I think the game's timing definitely helps, too. The long summer months are ideal for a healthy, drawn-out RPG, but this year's pickings seem a bit slim (*Unlimited Saga*? Um, no thanks). While it may not be the perfect RPG, *Arc* is the perfect RPG for this summer.

Sam Kennedy

★★★★



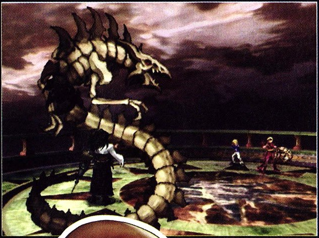
It's like a latter-day *Bard's Tale*!

SNEAK PEEK
The best thing about *Unlimited Saga*? The extended *FFX-2* video preview. You must see it!

UNLIMITED SAGA

Unlimited frustration, unlimited unfun

Publisher: Square Enix U.S.A. **Developer:** Square Enix **MSRP:** $49.99 **ESRB:** Teen



Keep an eye on Akitoshi Kawazu, because one day he'll get it right, and when he does, his game will be absolutely extraordinary.

But for now, the-man-whose-name-sits-above-the-*Unlimited-Saga*-logo has added yet another title to his string of brilliant mistakes. The latest *Saga* game is nothing more than a failed experiment from a flawed visionary.

It's really too bad, because *Saga* has so much going for it: a bold visual style, a daring battle system, an innovative character-development setup, and one of the best soundtracks ever. But it also suffers some stultifying strikes: excruciating difficulty, obtuse mechanics, a stifling lack of freedom, and a brutal mission structure that punishes you as often as it rewards you.

Basically, instead of reveling in its many innovations, *Unlimited Saga* reminds you how good some of those traditional, even cliché, RPG elements can be.

Take the movement system. Exploration occurs on what resembles a board game, with a stationary icon representing your party. You move one step at a time, uncovering portions of the map as you go. Occasionally, there'll be a branching path or a tricky obstacle, but you're still stuck lugging a static character around a static board. Blech.

Then there are the enemy encounters. As you trudge along, you'll run into all kinds of colorful foes. If you're lucky, you can avoid the enemy and keep moving. If not, the battle begins. This is where things start to get good: Combat involves lots of strategy, a bit of luck, some timing, and "unlimited" combos. But this is where things also get pretty bad: The endless encounters quickly add up, often depleting far too many of your life points, destroying any hope of completing your mission. Plus, you don't gain any experience from individual battles; you get a boost in your abilities *only if* you finish a mission. Even worse, you can't bail out of battles—and for the most part, you can't heal your life points. What's more, some of the bosses are brutally unfair, with baddies that are nearly indestructible.

It's almost enough to make you cry. Believe me, when you invest a few hours on a mission, only to die just a few steps from the finish line, with absolutely nothing to show for your time and effort, it's a wee bit irritating.

But not as irritating as that absurd spinning reel. While it's a nice touch during battles, having to spin the wheel to do just about anything else—disarm traps, unlock treasure chests, cross obstacles—gets old really fast.

It all adds up to a frustrating mess. Still, while I don't recommend you *buy* this game, it's a worthy rental for hardcore RPG fans, if only to experience some of Kawazu's quirky vision. It's as if he stripped away any extra elements from his game, leaving us with the bare essence of an RPG.

Unfortunately, he also stripped away any sense of fun.

Gary Steinman

✪✪

AKITOSHI'S ATROCITIES

Unlimited Saga isn't the first visionary flop from Square producer/director Akitoshi Kawazu. Some career highlights:

FINAL FANTASY II Hey, I dug it, but plenty of *FF* fans were put off by the oddball development setup, which did away with experience points in favor of a system that adjusted your stats based on your specific actions.

SAGA FRONTIER Seven separate adventures lead to seven jumbled, unfocused stories. The battles were clumsy, too.

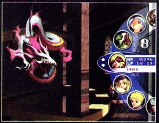
SAGA FRONTIER 2 Maybe the prettiest 2D game ever, with lush hand-drawn art, but the dull combat quickly became a tedious chore.

LEGEND OF MANA An attempt at a nonlinear RPG, *Mana* missed the mark because it had no plot to hold it together. Still, the ability to build the world as you go was a supercool idea.

RACING LAGOON A "car-PG." Seriously. Instead of battles, you race. Sound retarded? It is. That's probably why it was released only in Japan.

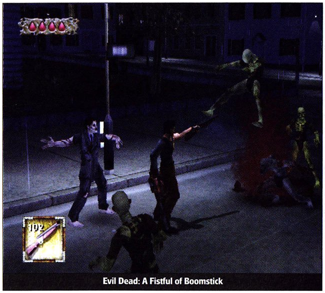
NINTENDO STUFF Ha ha! You Nintendo-only suckas—guess what? Kawazu is heading up all the Nintendo/Square stuff!

No, no, I have not
do with this. I do
know what's goin
He didn't just betray
Bos
Oh, no...Basil,
it can't be...



OVERHEARD

"WHO'S LAUGHING NOW?! AAAAAAGHH!! AAAAAAGHH!! *WHO'S LAUGHING NOW?!*" —Ash Williams, *Evil Dead II*



Evil Dead: A Fistful of Boomstick

EVIL DEAD: A FISTFUL OF BOOMSTICK

Publisher: THQ
Developer: VIS
MSRP: $19.99 **ESRB:** Mature

I didn't play *State of Emergency* (yes, I was one of the lucky ones), but judging from the look of horror on John's face when he saw me playing *Fistful of Boomstick*, it must have been the kind of game that could scar you for life.

Well, I'm happy to report that it appears VIS has learned a few things from the *SOE* travesty. Now, *Boomstick* isn't what I'd call a particularly good game...but it's not particularly bad either. In fact, I'd say I had a lot more fun with it than I expected.

This is largely due to the influence of Bruce Campbell. He recorded all the voice work for Ash, and there's a whole hell of a lot. His wisecracking breaks up what could have been some pretty serious monotony (you can even make him toss out one-liners by tapping Triangle), and there are a few choice selections from the game's cinemas that are laugh-out-loud funny.

The other big thing *Boomstick* has going for it is a sensible targeting system. There are plenty of times when you'll find yourself surrounded by enemies, and being able to auto-target and fire from any position not only helps with the gameplay, it also makes for some pretty kick-ass effects. If an enemy shows up behind Ash, he'll just flip his shotgun over his shoulder and fire without even looking. Even better, equip a repeating shotgun with explosive shells, walk into a group of Deadites, hold down the Target and Fire buttons, and watch the blood fly. Priceless.

I also like the time-traveling theme; Ash travels from the present to Colonial Dearborn, then to Civil War Dearborn, and finally, back to a seriously altered present. In each period (except the disappointing final act), you'll visit several familiar locations, even meeting up with Ash's own ancestors. It's a neat device.

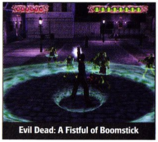
So why the only slightly above mediocre score? Well, the graphics are awfully poor...and the camera sucks...and the level design makes no sense whatsoever...and the enemies respawn after a shockingly short time. Plus, in spite of the fact that Ash has a weapon in each hand, he can't use them both at the same time! To me, that's a monstrous oversight.

But, you know, the game's only 20 bucks. And really, when it comes down to it, there's definitely 20 bucks worth of gameplay here. Just don't expect a masterpiece.

Joe Rybicki

★★★

Evil Dead: A Fistful of Boomstick



Evil Dead: A Fistful of Boomstick

SILENT LINE: ARMORED CORE

Publisher: Agetec
Developer: From Software
MSRP: $39.99 **ESRB:** Teen

It's pretty much a given now that after each substantial update in the *Armored Core* series (denoted with a numerical increase), subsequent "mission packs" follow. This never ceases to amaze me—I can't believe gamers don't give From Software more flak for never offering this stuff in one major release. I guess it just stands as a testament to people's dedication to this series.

Silent Line is one of those aptly described mission packs. It has a bunch of new mech parts and a few new knickknacks, but this is essentially *Armored Core 3* with different levels. And that right there ought to tell fans whether they'll want this one.

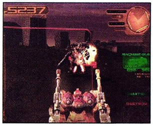
However, for those of you who haven't yet played an *Armored Core* game and are curious about the series, here's the deal: Think of this as a mech RPG. You're given lots of missions to carry out, you enter into battles to build up your characters, and you customize the crap out of your mechs. That said, the game's also heavy on action, as you blast your way through a bevy of missions (often with A.I.-controlled teammates). The thing is, the controls and gameplay are very finicky, meaning lots of people get immediately turned off. Unlike the *Zone of the Enders* games, which are fairly easy for anyone to pick up, *Armored Core* is an acquired taste.

But if you're ready to check the series out, *Silent Line*'s the game to do it with. The missions are harder and more intense than *AC3*'s, and the game features more destructibility in its environments. And, the music's better this time around, which also ups the excitement. Plus, hardcore players will welcome the new training mode, where the computer will record your fighting patterns so you can effectively challenge yourself. It's a cool way to test your design and fighting abilities.

Really, though, *Silent Line* is a great update for hardcore fans, and that's about it.

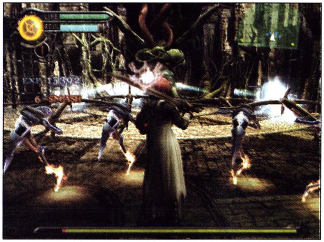
Sam Kennedy

★★★½



SIX DEGREES

The lead character in *Chaos Legion* is voiced by Neve Campbell's brother Christian. He's also the voice of Max Steel in *Max Steel*.



CHAOS LEGION

A fun hack-n-slasher, a flawed RPG

Publisher: Capcom **Developer:** Capcom **MSRP:** $49.99 **ESRB:** Teen

You really can't lose with the *Chaos Legion* gameplay formula. A dose of *Devil May Cry* mixed with a dash of *Dynasty Warriors*—even some RPG elements thrown in—adds up to 10 hours of gaming no hack-n-slash fan will want to do without. This doesn't mean it reaches *DMC* or *Dynasty* caliber, however. Although it's a beautiful game full of nonstop, relentless action, *Chaos'* flaws turn a potentially stellar title into merely a solid one for genre fans.

Just imagine fighting monsters instead of *Dynasty*'s ancient Chinese dudes—everything from Hulk-sized monstrosities to even bigger boss characters to insectoid enemies straight out of *Starship Troopers*—and you have an idea of what you're up against. *Chaos* is a truly linear affair, though, lacking the wide-openness of a *Dynasty* game. However, the *DMC*-like ambience adds a flair that just screams Capcom quality; also, there's no slowdown to be found, even as dozens of assailants attack at once. Unlike most of the company's games, *Chaos* forsakes dramatic camera angles in favor of granting you complete camera control with the right analog stick—a big plus in a game like this.

Chaos sets itself apart from other games of its ilk in that your character, Sieg, has the power to call upon Legions to assist him against the droves of enemies he faces. There are seven Legions, ranging from behemoths of great power to groups of swordsmen and archers. As cool as these companions may be, the game handles their management in a flawed manner. You can equip only two Legions per mission, and you earn new ones in a stage-by-stage manner—which means you can't even access all the Legions until you're more than halfway through the game. I quite like building these guys up as in an RPG, but why would I want to waste my time with the level 1 Legions I find later in the game when the first two I received have already powered up to level 4? It just doesn't make sense. (You can't even start over with all of your powered-up Legions once you beat the game!)

The cut-scenes also rubbed me the wrong way. I can't think of a better example of artsy intentions gone awry, resulting in overly melodramatic drivel that truly makes me want to gag. Exacerbating matters, some absolutely detestable voice acting overshadows otherwise reasonable performances.

I did have fun with *Chaos*, though, and that's the whole point of a game like this. If a sequel can improve the RPG elements, Capcom may have yet another great series on its hands.

Chris Baker

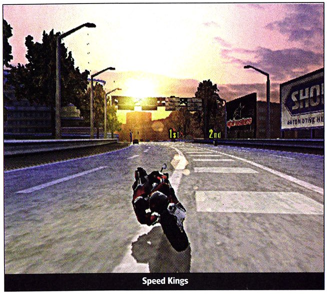
✪✪✪◐

THEN AND NOW

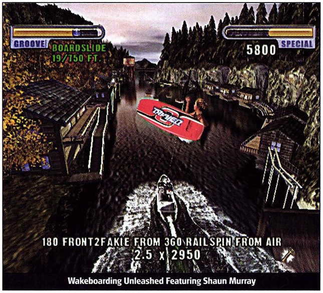
Climax, developers of *Speed Kings*, did the *ATV Quad Power Racing* games, and are working on the new *Italian Job* game.

SHAUN WHO?

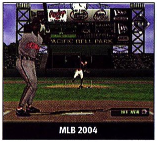
Shaun "House of Style" Murray, age 27, has won two world championships in wakeboarding. He's been riding for six years.

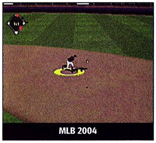


Speed Kings



Wakeboarding Unleashed Featuring Shaun Murray


MLB 2004


MLB 2004

SPEED KINGS

Publisher: Acclaim
Developer: Climax London
MSRP: $39.99 **ESRB:** Everyone

Let me see a show of hands for those who have actually heard of this game. None of you? No, me neither. It completely slipped under the radar, and that is a terrible, terrible shame because it's a surprisingly good game. *Speed Kings* is not a masterpiece, but it has something nailed that so many games seem to lack: it's fun. Lots of fun. Seriously.

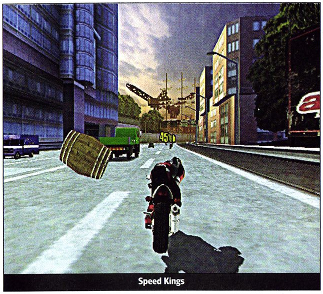
Think crazy racing with stunts and reckless behavior, pepper it with a little bit of combat, and put the whole thing on high-speed motorcycles. Ride like a loony and you can build up a power gauge that lets you take advantage of a crazy speed boost. Sound familiar? Wait until you see the insane and spectacular crashes. *Burnout* fans who prefer bikes to cars will get a huge kick out of the whole thing. You can also take out your opponents with a swift kick or punch and watch them wipe out. That sounds familiar, too, huh? With EA's *Road Rash* franchise notably absent from PS2, right now this is its spiritual successor.

I'm not normally one to get into bike games (and believe me, I've tried), but I'm oddly drawn to *Speed Kings*. There are plenty of challenges to keep you busy, lots of really cool-looking bikes to unlock, and plenty of stunts to master. It also has that elusive pick-up-and-play quality that means you can putz about with it for a few minutes, or you can really put your head down and open up a bunch of stuff.

I like pleasant surprises, and I think this is one of the most pleasant I've had in a while. You should definitely check it out.

John Davison

★★★★



Speed Kings

WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY

Publisher: Activision
Developer: Shaba Studios
MSRP: $49.99 **ESRB:** Everyone

I'll answer your question right off: Is this *Tony Hawk* on a wakeboard? It is not. Well, maybe a little—same precise controls, a load of guys you haven't heard of, great graphics. But really, it's a great game that won't sell a lick, because who gives a snot about wakeboarding? To the 11 protesting wakeboarders in the crowd: Shut it! No one cares about your "sport."

If I look at this game purely from a gaming standpoint, it's so brilliantly crafted, you should try it. Looking at it from a cultural standpoint: It's wakeboarding. And only 11 people care.

At the very least, you should play this solely for the soundtrack. I'll go out on a limb and say this is the best soundtrack I've ever heard. *Vice City*'s musical array is vast, but it has a few turds in the mix, and *Hawk 4*'s tunes are inconsistent. But *Wakeboarding*'s rhythms will keep you tied to the game without complaint.

Another of the game's best features is that everything is at your fingertips. If you want to upgrade or start a new challenge or go for a load of gaps, you can access all of it without dealing with loading screens. That kind of accessibility is a first for an action-sports game.

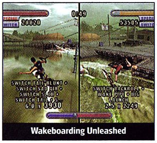
But this game does have one real pain-in-the-butt, can't-be-fixed problem. Let's say you're trying to grind the one "secret" rail—secret, even though you know exactly where it is. You putz toward it, and because the boat is tugging you along, it takes 32 seconds for you to get to the challenge. Then you miss your two-second window to get on the rail. Restart and it's 32 more seconds of waiting. Bo. Ring.

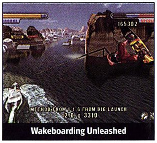
If the U.S. government outlawed wakeboarding tomorrow, it wouldn't change anything in my life. And I think the masses are with me. Still, this is a really pretty game with eye-catching water, really vast and inspiring environments, and some pretty nifty challenges that'll keep you locked in. Plus, there are boat races! And the two-player mode is absolutely rockin'.

So, while I say it's great, and while I keep stopping what I'm doing to play the game, I'm pretty sure you won't stop what you're doing to play the game. But you should. Especially since it's illicit, since maybe the government outlawed it? Not sure, though, since I really couldn't care less.

Todd Zuniga

★★★★½


28820
0:49
53505
SWITCH TAIL BLUNT • SWITCH SAD AIR • SWITCH SLOB • SWITCH TAIL • S...
6.0 x 3930
SWITCH BACKROLL • WAKE PIPE • BIG LAUNCH
2.5 x 2249
Wakeboarding Unleashed



Wakeboarding Unleashed

MLB 2004

Publisher: Sony CEA
Developer: 989 Sports
MSRP: $29.99 **ESRB:** Everyone

One thing about 989's *MLB* series has always cracked me up in that *I-remember-doing-that-in-little-league!* way: When there's a man on second base, the shortstop or second baseman will cover the base until the pitch is thrown. In case you don't know, no one *ever does that* in the Bigs. Never.

But what can you expect? What this game accomplishes is updating rosters so you don't have to. Is that worth $30? To some people, it is. But not to me. Because, besides the rosters, this is the exact same game as last year. So, since 989 did minimal work, I will, too! Here's a quote from last year's review that still holds true:

"There are reasons to own *MLB* [*2004*], but above all, it's the only baseball game on the PS1."

And there you have it. It's the only one out right now. So buy it if you own a PS1 and like baseball. But, man, is the game slow.

For the rest of this space, I'd like to talk about how I think the Chicago Cubs are to the aughts as the Atlanta Braves were to the '90s. Only with power instead of craftiness.

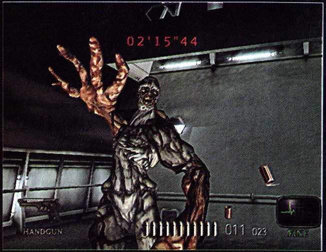
Kerry Wood, Mark Prior, and Matt Clement are an undeniably strong starting three, as Glavine, Smoltz, and Maddux were a decade before. I'm not saying the Cubs are going to win their division this year (though they did start hot), but by next year, expect them to win 100 games a season for a few years in a row. Even after Sammy retires.

Then, finally, "Wait till next year" might actually mean "Repeat!"

Todd Zuniga

★★★

AT LAST WE MEET
In *Dead Aim,* you get to go head to head with the guy who was directly responsible for the unleashing the T virus on Raccoon City.



RESIDENT EVIL DEAD AIM

Get into RE like never before

Publisher: Capcom **Developer:** Capcom **MSRP:** $4999 **ESRB:** Mature

I know what you're thinking. You're thinking this is a sequel to *Resident Evil Survivor*, aren't you? You're thinking it's going to stink up your living room the way that piece of crap did. You're thinking Capcom has lost its touch.

You're wrong.

Dead Aim is the most fun I've had with a *Resident Evil* game in years. Yeah, sure, it has that campy writing and those god-awful voiceovers; it has that nonsensical level design and over-simplistic puzzle structure; and it has its share of control problems. In other words, yes, it is very much a *Resident Evil* game.

But it is most definitely not a *Survivor* game. Instead, picture the classic *RE* formula, only every time you take out a zombie, it's done in a first-person view by pointing a Guncon 2 at the screen and blasting away. Doesn't sound so bad when it's put that way, does it?

In fact, it's pretty good. The third-person view used for movement gives you a sense of your surroundings and makes controlling your character a simple affair. And then when it's time to repaint the walls with zombie blood, it becomes a much more visceral experience, drawing you into the game like never before. It's like the best of both worlds.

Well, maybe not the *best* of both worlds. Even though the D-pad on the back of the Guncon 2 makes it *possible* to control third-person movement, that doesn't mean it's *easy*. It didn't take me long to pick up my controller to see if I could use both at the same time. Whaddya know, you can! In fact, I'd say this is the ideal control setup for the game: Hold the controller in your left hand and the gun in your right. Everything you'll need to do with the controller can be done with your left hand (the action buttons are L1 and L2), and all you really need to do with the gun is, well, shoot. It works surprisingly well, and not having to mess with the gun's D-pad let me get into the game that much more.

Even so, there are still some control issues. The old-school turn-and-walk control has been only slightly modified for the dynamic 3D environment, and it still feels a bit clunky. And why is it possible to sidestep in first-person mode but not move forward or backward? It's silly.

You should also know that the game can be beaten fairly quickly if you play smart (think *Fatal Frame* and conserve your ammo). And by "quickly" I mean three to five hours. Of course, you get the standard *RE* goodies for finishing the game multiple times (including being able to choose your character at the beginning), but that may seem like a small consolation to many.

Still, there are some nice improvements to the formula here. It's clear Capcom has taken some cues from *Silent Hill* (a good thing, if you ask me): There's a bit more of the psychological and a little less of the visceral—it's more creepy and less campy. Well, a little.

You won't want to play this with only a Dual Shock, but for those of us who have a Guncon 2 languishing on a dusty shelf, *Dead Aim* is very good news indeed.

Joe Rybicki

★★★½

$54.95 Combined cost of all the games on this page. How times have changed.

DID YOU KNOW?
Though Klipsch is most widely known for its PC multimedia systems, the company also makes professional-grade audio gear.

PS1 Quick Hits

AIR HOCKEY

Publisher: ZeniMax Media
Developer: Mud Duck
MSRP: $9.99 **ESRB:** Everyone

For me, there's always been a disconnect between air hockey and intergalactic strife. But this game bridges the gap in a hurry. Win, and the world goes on. Lose, and the world ends. Can you really risk *not* playing this game? **–T.Z.**

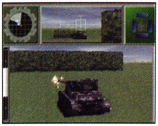
★★★½

JIGSAW MADNESS

Publisher: XS Games
Developer: Nipponichi Software
MSRP: $9.99 **ESRB:** Everyone

On the back of this game's box, there's a line that reads: "150 PUZZLES AND NO MISSING PIECES!" That about sums up *Jigsaw Madness*. Oh—there's also a mildly diverting two-player mode, complete with power-ups. **–G.S.**

★★



MOBILE ARMOR

Publisher: Agetec
Developer: Enterbrain
MSRP: $14.99 **ESRB:** Teen

I think my cell phone is capable of producing something more technologically impressive and certainly more fun than this. It's like driving around in a shoe box that shoots Rubik's Cubes at cardboard cutouts of tanks and buildings. **–J.D.**

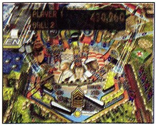
★

MONSTER BASS!

Publisher: XS Games
Developer: Magical/Four Winds
MSRP: $9.99 **ESRB:** Everyone

If you think 10 bucks is a small price to pay for pure comedy, this overwrought, laughably overdramatic fishing game will have you hooked. Otherwise, the stroboscopic framerate and brainless gameplay will drive you away. **–J.R.**

★



PATRIOTIC PINBALL

Publisher: Gotham Games
Developer: Wildfire Studios
MSRP: $9.99 **ESRB:** Everyone

This game makes me want to puke. And before you go all Dixie Chicks on me, know this: I'm as patriotic as the next guy. But when you're hit over the head with just about every reference to U.S. patriotism ever—all at once—you would too. **–S.K.**

★★½

AIR FLO EX

Publisher: Nyko
MSRP: $29.99

Although this new Air Flo PS2 controller features a better D-pad and improved airflow, it still suffers from poorly placed shoulder buttons. Ironically, this makes it all but unusable for the type of games that get you the sweatiest (such as fighting games). **–S.K.**

★★★

Promedia GMX D-5.1

PROMEDIA GMX D-5.1

Manufacturer: Klipsch
MSRP: $299.99

I'm aware of the fact that 300 bucks isn't remotely close to the high end of the spectrum for all-in-one surround systems. If you go much lower, in fact, you're scraping the bottom of the off-brand barrel. But it's still an awful lot to pay for a system with the limitations this one has.

The GMX D-5.1, I'm sorry to say, is riddled with design flaws. I get the feeling the folks down at Klipsch didn't think too much about the fundamental differences between PC gaming (where the company made its name) and console gaming. If they had, I don't know how they would have missed the fact that when you have a sound system hooked up to a console that's attached to your TV, *you need a frickin' remote*. Or, at the very least, a 15-foot optical cable so you can have the volume controls close by. (You might not think access to the volume controls is a big deal, but in this case, it is: The system resets to its default volume every time you turn it off.) Of course, a 15-foot optical cable is a bit much to ask, considering the package doesn't include *any* optical cable.

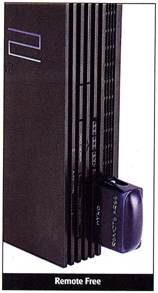
That's right, in spite of the fact that you need a digital optical cable to get 5.1 surround out of a PS2 (or an Xbox, for that matter), this $300 5.1 system doesn't include one. Someone didn't do his homework.

Add to this the woefully short speaker wires and you have a nice-sounding system that may require a little creative redecorating to get situated properly. But then, I suppose you could always pick up some longer speaker wires while you're at Radio Shack buying that optical cable.

Joe Rybicki

★★★

Promedia GMX D-5.1



Remote Free

REMOTE FREE

Manufacturer: Nyko
MSRP: $7.99

At first glance, this seems like one of the more intelligent ideas in peripheral design: Instead of making you buy yet another remote to clutter up your coffee table, Nyko came up with the idea of a programmable (via a series of five tiny switches on the unit) remote *receiver* for the PS2 that works with the remotes you already have scattered all over your living room. And Nyko made it available for an extremely competitive price: just eight bucks.

There's a catch, though, and it's a big one: The Remote Free is specifically designed to work with *DVD* remotes. Now, think about that for a second. If you have a DVD remote, chances are pretty good you have a DVD player, too. And if you have a DVD player, why would you be watching DVDs on your PS2? This, it must be said, is one of the *less* intelligent ideas in peripheral design.

However, there is a silver lining. Most newer TVs come with a basic programmable universal remote. And since the Remote Free will work with DVD remotes from Aiwa to Zenith, your TV remote will probably have the ability to imitate one of the signals the Remote Free recognizes. It'll take a bit more fiddling than if the unit were set up to recognize, oh, I dunno, VCR remotes, but you should be able to find at least one manufacturer that your TV remote and the Remote Free can agree on.

And really, for eight bucks, it's not like it's going to break the bank. It's a cost-effective PS2 remote solution—as long as you already have the gear to support it.

Joe Rybicki

★★★

REPLAY

Strategy for the games that matter.

102
X2: WOLVERINE'S REVENGE

Sharpen up your claws, bub

If you want to scream through Wolverine's first solo PS2 game, you'll need some help. Otherwise, you'll never find the time to watch *X2* countless times.

Inside Replay

104
Def Jam: Vendetta

Tired of toiling through Career mode? You want the easy path to every wrestler (and every girl) in the game? Look no further than these codes.

114
The Sims

There are a lot of possible jobs you can snare if you're going to be a master Sim, from stuntman to thief. Which one will you choose?

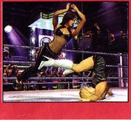
PS2 Games

108 .hack//INFECTION
101 Amplitude
109 Dark Cloud 2
106 Essential Sports
113 Midnight Club II
116 MVP Baseball 2003
107 NBA 2K3
107 NBA Live 2003
112 SOCOM: U.S. Navy SEALs
110 Splinter Cell

PS2 TRICKS AND REVIEW ARCHIVE

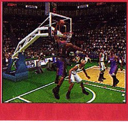
Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top 15 best-selling PS2 games and top 5 best-selling PS1 titles.

GAME	PUBLISHER	SCORE	ISSUE
.hack//INFECTION	Bandai	★★★½	65
.hack//MUTATION	Bandai	★★★★	69
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
⑬ Ace Combat 04: Shattered Skies	Namco	★★★★½	51
HIDDEN PLANES			
SR-71 In *Shattered Skies,* it is the plane that you are targeting at the beginning. Also, it is on the southwestern-most corner in Whiskey Corridor.			
XB-70 This is at the top-left corner in Breaking Arrows.			
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★½	61
Aqua Aqua	3DO	★★	42
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	Sony CEA	★★★★	42
ATV Offroad Fury 2	Sony CEA	★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★	66
Auto Modellista	Capcom	★★½	69
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Vengeance	Ubi Soft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
BMX XXX	Acclaim	★½	65
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Cabela's Big Game Hunter	Activision	★★½	67
Capcom vs. SNK 2	Capcom	★★★★½	51
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
Choplifter: Crisis Shield	Xicat	★★★	69
City Crisis	Take 2	★★★	48
Clock Tower 3	Capcom	★★★	68
Colin McRae Rally 3	Codemasters	★★★★★	68
Commandos 2: Men of Courage	Eidos	★★	62
Conflict: Desert Storm	Gotham Games	★½	63



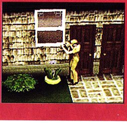
104 SLAMMIN'

Def Jam: Vendetta
Codes upon codes



107 JAMMIN'

NBA 2K3
The playoffs are here



114 WORKIN'

The Sims
All of the jobs you'd ever want

GAME	PUBLISHER	SCORE	ISSUE
Conflict Zone	Ubi Soft	★★½	63
Contra: Shattered Soldier	Konami	★★★★½	64
Cool Boarders 2001	Sony CEA	★★★★	46
⑮ **Crash Bandicoot: The Wrath of Cortex**	**Universal**	★★★½	**51**

VIEW ALTERNATE ENDING Collect all 46 gems to view the alternate ending.

GAME	PUBLISHER	SCORE	ISSUE
Crazy Taxi	**Acclaim**	★★★★	**46**
Dark Angel: Vampire Apocalypse	Metro3D	★½	49
Dark Cloud	**Sony CEA**	★★★★½	**46**
Dark Cloud 2	**Sony CEA**	★★★★★	**66**
Dark Summit	THQ	★★★½	52
Dave Mirra Freestyle BMX 2	**Acclaim**	★★★½	**50**
DDRMAX	Konami	★★★★	63
Dead or Alive 2: Hardcore	Tecmo	★★★★½	39
Dead to Rights	Namco	★★★	65
③ **Def Jam: Vendetta**	**EA Sports Big**	★★★★	**67**

Didn't we give you enough codes on the *Vendetta* page? Well, here are a few class moves from our main man, DMX:

JUNKYARD DOG

Soft Rear Grapple (□) + Ground Strike (□) + Head Submission (⊗)

WHAT'S MY NAME

Combo Strike (□ + ⊗) + Hard Strike (□, ➡) + Hard Grapple (□ + ⬇)

DOG BITE

Running Combo Strike (□ + ⊗, ➡) + Ground Strike (□) + Leg Submission (⊗)

GAME	PUBLISHER	SCORE	ISSUE
Defender	Midway	★★★½	62
Deus Ex: The Conspiracy	Eidos	★★★★½	56
Devil May Cry	**Capcom**	★★★★★	**50**
Devil May Cry 2	Capcom	★★★	66
Dino Stalker	Capcom	★★★½	61
Disaster Report	Agetec	★★★½	65
Disney Golf	EA Games	★★★★	61
Disney's PK: Out of the Shadows	Ubi Soft	★★½	63
Disney's Treasure Planet	Sony CEA	★★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★½	42
Downforce	Titus	★★	57
Dr. Muto	Midway	★★½	63
Dragon Ball Z: Budokai	Atari	★★★½	65
Dragon Rage	3DO	★½	54
Drakan: The Ancients' Gates	Sony CEA	★★★★	53
Driven	Bam	★	52
Driving Emotion Type-S	Square EA	★★½	41
Drome Racers	EA Games	★★½	64
Dropship	Bam	★★★★	57
Dual Hearts	Atlus	★★★	61
Dynasty Tactics	Koei	★★★★½	61
Dynasty Warriors 2	Koei	★★★★	38
Dynasty Warriors 3	Koei	★★★★	52
Dynasty Warriors 3: Xtreme Legends	Koei	★★★½	65
⑨ **Dynasty Warriors 4**	**Koei**	★★★★½	**68**

UNLOCK ELEPHANT SADDLE To unlock the elephant saddle, you must be playing the Nanman Campaign on Nanman's side, and you must find or wait for an ally to get knocked off his elephant. Then ride the elephant into the enemy base. The special item report appears in the Nanman base.

UNLOCK HEX MARK SADDLE During the Yellow Turban Musou mode (must be in Musou mode) select the Yellow Turban Fortress level first, then select The Campaign against Liu Bei. Defeat Guan Yu and Zhao Yun before the reinforcements arrive. Next, attack Liu Bei and get his life bar about one half depleted and the special item report will appear.

GAME	PUBLISHER	SCORE	ISSUE
Ecco the Dolphin: Defender of the Future	Acclaim	★★½	56
Egg Mania: Eggstreme Madness	Kemco	★★½	61
Endgame	Empire	★★	59
Ephemeral Fantasia	Konami	★½	49
Escape From Monkey Island	**LucasArts**	★★★★★	**46**
ESPN International Track & Field	Konami	★★★	39
ESPN International Winter Sports 2002	Konami	★★★★	54
ESPN MLS Extra Time	Konami	★★	44
ESPN National Hockey Night	Konami	★½	45
ESPN NBA 2Night	Konami	★★	42
ESPN NBA 2Night 2002	Konami	★★★	56
ESPN Winter X Games Snowboarding	Konami	★★★	41
ESPN Winter X Games Snowboarding 2002	Konami	★★★	53
ESPN X Games Skateboarding	Konami	★★★★	49
Eternal Ring	Agetec	★★	38
Eve of Extinction	Eidos	★★½	56
Everblue 2	Capcom	★★★	66
Evergrace	Agetec	★★	39
EverQuest Online Adventures	Sony Online Ent.	★★½	66
Evil Twin	Ubi Soft	★★	52
Evolution Skateboarding	Konami	★★½	63
Evolution Snowboarding	Konami	★	65
Extermination	Sony CEA	★★½	48
Extreme G III	Acclaim	★★★★	50
F1 2001	**EA Sports**	★★★★★	**52**
F1 2002	EA Sports	★★★★½	60
F1 Championship	Ubi Soft	★★★★	43
F1 Championship Season 2000	EA Sports	★★½	41
Fantavision	Sony CEA	★★★★	40
Fatal Frame	Tecmo	★★★★	55
Ferrari F355 Challenge	Sega	★★	61
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA 2002	EA Sports	★★★★½	51
FIFA Soccer 2003	**EA Sports**	★★★★★	**63**
Fighter Maker 2	Agetec	★½	64
Final Fantasy X	**Square EA**	★★★★★	**53**
Fireblade	Midway	★★½	59
Fisherman's Challenge	Konami	★★	67
Forever Kingdom	Agetec	★½	53
Formula One 2001	Sony CEA	★★½	50
Freekstyle	EA Sports Big	★★★★	59
Frequency	Sony CEA	★★★½	52
Frogger: The Great Quest	Konami	★½	53
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
G1 Jockey 3	Koei	★★★½	69
Gadget Racers	Conspiracy	★★★½	50
Galerians: Ash	Sammy	★½	66
Gallop Racer	Tecmo	★★	48
Gallop Racer 2003: A New Breed	Tecmo	★★★	69
Gauntlet: Dark Legacy	Midway	★★★½	46
② **The Getaway**	**Sony CEA**	★★★★	**66**

This game just keeps on selling. Must be because it's cheaper to buy this than fly to London.

DOUBLE HEALTH

Enter this during the opening movie: ⬆, ⬆, ⬅, ⬅, ➡, ➡, ○, ○, ⬇.

FREE ROAM MODE

Complete all the main missions in the game. Then you can tour London without being held back by missions.

ARMORED CAR WEAPON

Enter this code before the title appears (you'll hear a moaning woman if it works): ⬆, ⬇, ⬅, ➡, □, △, ○.

GAME	PUBLISHER	SCORE	ISSUE
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
⑪ **Gran Turismo 3: A-spec**	**Sony CEA**	★★★★★	**46**

PROFESSIONAL MODE Choose Arcade mode and highlight the the Hard difficulty level. Hold L1 + R1 to change it to Professional.

STAY IN SAME GEAR WHEN IN AUTOMATIC GEAR SHIFT MODE Hold R2 to stay in the same gear. (This is useful if you don't want the automatic shifter changing gears while turning.)

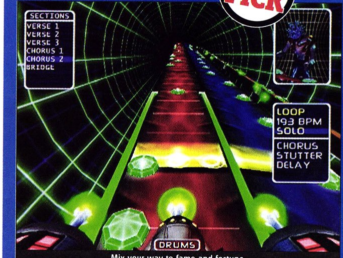
GAME	PUBLISHER	SCORE	ISSUE
Grand Prix Challenge	Atari	★★★½	68
④ **Grand Theft Auto: Vice City**	**Rockstar**	★★★★★	**63**

Robocops	○, L1, ⬇, L2, ⬅, ⊗, R1, L1, ➡, ⊗
Pedestrians Have Weapons	R2, R1, ⊗, △, ⊗, △, ⬆, ⬇
Gals Drop Weapons	➡, L1, ○, L2, ⬅, ⊗, R1, L1, L1, ⊗
Media Level Meter	R2, ○, ⬆, L1, ➡, R1, ➡, ⬆, □, △

AMPLITUDE

Mix it up

EDITORS' PICK

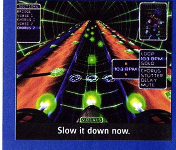


Mix your way to fame and fortune.

Wondering how to make your homemade Amplitude *remixes more memorable? Try these five steps to achieve musical bliss.*

1) GIMME A BEAT Throwing in a drum track that's completely different from the one in the original song is an easy way to switch up a song's feel. Start with the Loop on to lay down the basic beat, then go through it again with the Loop off and add some accents to keep things interesting. Try to do a really laid-back, slower beat to the faster songs, or throw some double-time drums into a slower number. You'll be amazed at what a difference it makes.

2) MELODY OF LOVE The melody (usually guitar or keyboards) is the hardest track to make a significant change to, but also the most rewarding when it comes out right. Occasionally, you can end up with a completely different melody that still sounds good with the vocals. One example is in Blink-182's "The Rock Show": The simple power chords let you play around with a variety of styles. You'll need to do a lot of experimenting to pull this off, though; we suggest muting the vocals so you don't drive yourself insane with the repetition.



Slow it down now.

3) CHANGE THE MIX OF YOUR REMIX Do you have one instrument you want to hear that just seems to get lost in the mix? Selective use of the Chorus effect can bring a subdued track straight to the surface. Try this: Build two intricate drum beats on the red tracks and apply Chorus to both of them; you'll find yourself with a drum-heavy tribal mix.

4) CAUSE AND EFFECTS Don't forget the other available effects: Stutter and Delay. Think of Delay as an echo effect; it helps bring a track to the front of the mix, although it makes the track sound muddy and distant. Stutter is just what it sounds like—it cuts the track in and out rapidly, producing a stuttering effect. (This is sometimes called a gapper because of the gaps it makes in the sound.) Try Stutter on a distorted guitar or fuzzy keyboard for a very nifty spacey sound.

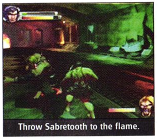
5) SLOW HAND If you're really looking to express yourself, you may find yourself frustrated with continually running through the song at full speed to place your notes. But did you know you can change the speed of the song? Highlight the BPM (beats per minute) line and scroll up and down; if you slow it down all the way, it'll be easier to place notes with precision.

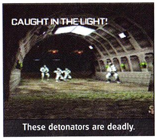
It's time for Weapon X.

BONUS! After you beat the game there are three bonus missions. Beat those and you'll unlock hilarious outtakes!

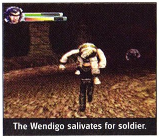
X2: WOLVERINE'S REVENGE

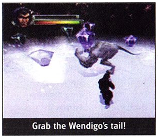
Feel like a superhero, not a superchump

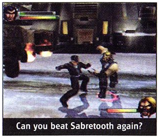

Throw Sabretooth to the flame.



These detonators are deadly.


The Wendigo salivates for soldier.


Grab the Wendigo's tail!


Can you beat Sabretooth again?

If you've played X2: Wolverine's Revenge, *you know one thing: This game is tough! Here are some strategies for the tougher moments, bub.*

Beat Sabretooth

1-4, Runt of the Litter

Your first boss fight is against Wolverine's archenemy, Sabretooth. Your first step toward defeating him is to wear him down, which results in the appearance of a hydrogen tank. You'll take a few hits, but the quickest way to do this is to directly engage Sabretooth until you can assault him with a Berserker Rage attack. Then, push him into the tank three times (most easily done if you hang out near the tank and then leap over him when he arrives). Once he's down for the count, execute a final Strike!

Pass the Detonators

2-3, Sealed In

After you've used your senses to get through the dark tunnel, you'll come to a room that requires you to pass a set of detonators in order to move to the next level. You can do this in one of two ways:

1) Stealth kill your way up the stairs on the opposite side of the room until you reach a switch that deactivates the detonators, or

2) take them head-on by running and sliding underneath them. The end of the level is just ahead.

Feed the Wendigo

2-4, Grim Discoveries

Getting too close to the Wendigo means game over; to progress, you need to pick up dizzied soldiers and throw them his way. The easiest way to dizzy a guard is to deliver a Punch + Kick + Kick combo, then pick him up with ⊡ when you see Strike! Approach the Wendigo with the soldier and throw him from a safe distance. Repeat this process throughout the level.

Defeat the Wendigo

2-5, Wendigo's Cave

This boss fight is tough, due largely to the game's poor controls. You need to approach the Wendigo from behind, and when you see Strike! on his tail, pick him up. From there, move the left analog stick to gain momentum as you throw him. Unfortunately, you won't always be able to pick him up when you think you should be able to, so don't be surprised if this fight takes you awhile. The Wendigo is most vulnerable after his charge attacks and after he pounds his fists to the ground, causing crystals to fall from the ceiling (stay on the outskirts of the area or stand atop a crystal to dodge these).

One Tough Level

3-1, Return to Weapon X

This level is one of the toughest you'll face—and also one of the longest. A few pointers:

- Don't ever let the big gun spot you—it's instant death.
- After you climb the ladder, cross the bridge (with the large gun below to the left) and unlock the door ahead, you can use the next room to ambush a lot of guards with stealth kills. Walk into the open where they can see you, then head back inside with your back against the wall and wait for a string of stealth-kill victims.
- Soon after this, you'll encounter a barracks where six guards sleep. Slash open the door as quietly as possible so you won't wake anyone, then stealth kill all six using one of the most painful death sequences us boring mortals can imagine.
- When you have control of the gun turret, don't worry about killing any guards—just aim for the box with the red light that's next to the electric fence (hold down ◎ to disengage).
- If you don't want to worry about gun turrets in the room with the statue, disable them in the room where there's a large monitor and control panel to the left. To find the room, walk down the road that follows the formerly electrified fence until you can turn left. Make the turn and then move toward the archway ahead of you, past two Humvees. Follow the ramp through the archway and turn right. Enter the garage door that opens and stay to the right. Continue past the crates, go up the ramp, kill the guards, and head through the doorway to the right.

Beat Sabretooth...Again

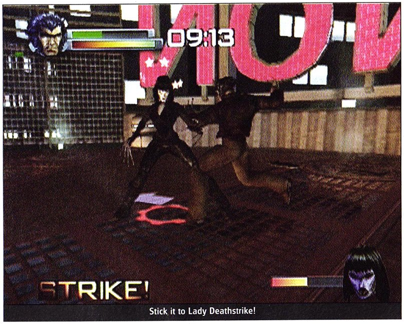
3-5, Surprise!

Logan's second Sabretooth encounter occurs in three attack phases. In phase one, take him down the same way you did the first time you saw him. In phase two, Sabretooth attempts to throw flaming barrels at you. Normal attacks don't hurt him at this point, so stand ready to receive a shot but hit the barrel right back at him (this won't always work). In the third attack wave, Sabretooth leaps high into the air and lands with a devastating flame attack. Keep an eye out for a green crosshair on the ground that indicates where he'll land. Go there, and when you see Strike! onscreen, hit ◎ and he's toast.

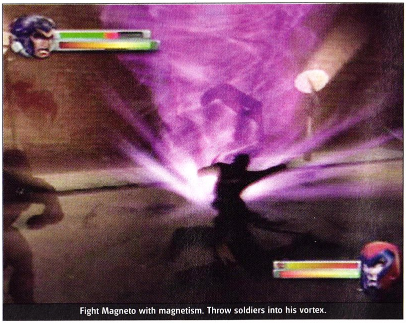
Stealth Skills Required

4-1 through 4-5

Most of the fourth act essentially boils down to how good you are at using Stealth and Sense modes. It's a tough sequence of levels that only experience (or the cheat codes, also provided here) will help you with.



Stick it to Lady Deathstrike!


Fight Magneto with magnetism. Throw soldiers into his vortex.

To quote Jay in *Mallrats:* "Snikt snikity snikt snikt snikt!"

DID YOU KNOW?
That Captain America's shield is made of Adamantium, the same alloy that laces Wolverine's skeleton.

THEME MUSIC
Before they made *Frequency*, Harmonix developed exhibits for theme parks.

Nothing Stops the Juggernaut...Except You

4-6, Locomotion

The Juggernaut battle closely resembles Spider-Man's tussle with Rhino in the webslinger's first PS1 game. Success lies in guiding Xavier's half brother into the electrical posts around the force field (which doesn't affect Juggy enough to matter). Once you do this, he's sent flying into the center of the arena, where Wolvie can punch him twice and then Strike! him. Juggernaut's attacks get tougher as the battle progresses, but the strategy remains the same...until the end, when it's time to Strike! Colossus for a little Fastball Special action.

Master the Turret

4-7, Breaking the Barrier

Use your shooting skills to blast all soldiers (the final two in the initial set appear on the platform, just slightly right of center). When you have a chance, aim for the globe that's dead ahead of you (part of it is shielded, so zoom in with the right analog stick to make sure you hit the unshielded portion). When you're told of incoming choppers, be sure to take out the new soldiers to your left before taking on the helicopter. Soldiers will continue to appear to your left—take 'em out and let the globe have it when you can.

Get to Magneto

5-1, Magnetic Pull

Can't figure out how to keep Magneto from absorbing all the power from the generator? Just keep your eye on him. When both hands aren't drawing power, one hand is moving a large metal vat that he wants to squash you with. You'll be able to hear when this happens—and when it does, one of the four power boxes will be left unshielded. Claw it up! Then repeat the process. The Master of Magnetism is less powerful if you successfully destroy all of the boxes.

Destroying Magneto's vortex sounds easy, but it's actually tough to execute. You need to pick up three mutant hunters and throw them into the vortex before Magneto reaches the fence.

Defeat Magneto

5-2, Opposites Attract

This battle is tough! You must get to Magneto quickly or he'll destroy you in one blow. Dodge the debris and find him hovering at a certain spot in the environment. There's a spot right ahead of him from which you can Jump attack (□ + ✕) and deliver a few blows. Watch out for his magnetic waves (break free with the left analog stick if they catch you) and repeat the attack process until you bring him down.

Finish Off Lady Deathstrike

Act VI

The Lady Deathstrike boss fight occurs in four waves. You have 10 minutes to complete all of them.

Wave 1: Kick her ass until you've executed a Strike! three times. Advance up the ladder.

Wave 2: Destroy the four electricity boxes with blinking red lights on them, stopping to fight Deathstrike when necessary. To simplify Wave 3 a bit, wear her down before advancing to the next section.

Wave 3: You should see six electric poles. The only way to hurt Yuriko here is to strike one while it is electrified and send the current her way. Be sure to dodge her electric attacks. Run up to the helipad once you've worn her out.

Wave 4: Since you can't hurt her at all, guide Deathstrike to where it looks like you can push her off the building—because you can. Use your faster Fist attacks and Strike! her to end the game. (Then, take a good look at Rogue's butt.)

CODES X-POSED

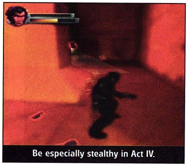
Cheats are activated from the Main menu. When the proper sequence is entered, you'll hear a tone.

Unlock all costumes
△, ○, △, □, □, □, L1 + L2

Unlock all Cerebro files
△, ○, △, □, □, □, R1+R2

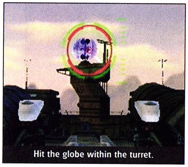
Unlock all levels
△, ○, △, □, △, ○, L1 + R1

Unlock pause menu cheat
△, △, ○, ○, □, □, ○, ○, L1+L2+R1+R2. This will unlock a "Cheats" item in the Pause menu with two options: Invulnerability and Freeze Frame.



Be especially stealthy in Act IV.

Beating Juggy ain't easy.



Hit the globe within the turret.

Beat Magneto to a pulp.

GAME	PUBLISHER	SCORE	ISSUE
Hovering Cars	→, R2, ○, R1, L2, □, R1, R2		
Strange Wheels	R1, ✕, △, →, R2, ○, ↑, ↓, □		
Double Your Car Speed	R1, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑		
Grand Theft Auto III	**Rockstar**	★★★★★	**52**
Grandia II	Ubi Soft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Guilty Gear X2	Sammy	★★★★	66
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	★★★★★	**51**
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
High Heat MLB 2004	**3DO**	★★★★★	**67**
Hitman 2: Silent Assassin	Eidos	★★★★½	63
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
Hypersonic Xtreme	Majesco	★★½	67
Ico	**Sony CEA**	★★★★★	**50**
Island Extreme Stunts	EA Games	★★★½	65
Jade Cocoon 2	Ubi Soft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	★★★★★	**52**
James Bond 007: Agent Under Fire	EA Games	★★★★	52
James Bond 007: NightFire	Activision	★★★★½	64
James Cameron's Dark Angel	Sierra	★★	65
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
The Jungle Book: Rhythm n' Groove	Ubi Soft	★★★	69
Jurassic Park: Operation Genesis	Universal Int.	★★★★½	68
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kinetica	Sony CEA	★★★★½	50
The King of Route 66	Sega	★★★	67
King's Field: The Ancient City	Agetec	★★	55
Kingdom Hearts	Square EA	★★★★½	61
Klonoa 2: Lunatea's Veil	Namco	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Le Mans 24 Hours	Infogrames	★★½	48
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubi Soft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
The Lord of the Rings: The Two Towers	EA Games	★★★★½	63
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48
Madden NFL 2003	**EA Sports**	★★★★★	**60**
Magic Pengel: The Quest for Color	Agetec	★★★★	69
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts to Glory	Capcom	★★★½	54
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	★★★★★	**5**
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Gear Solid 2	**Konami**	★★★★★	**51**

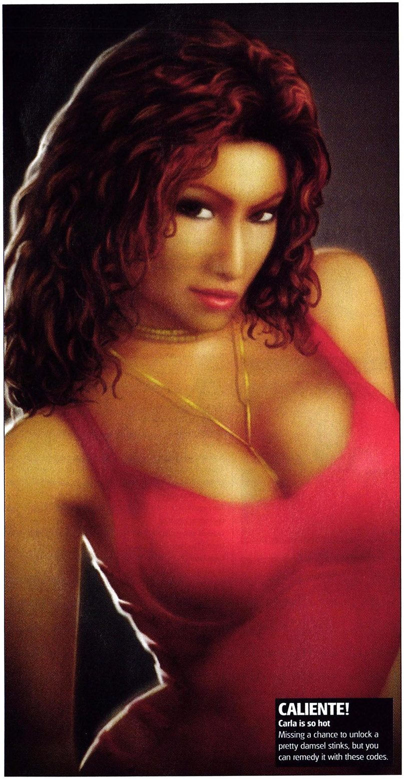
OVERHEARD "My mama wants to see me on TV again. There's too many dope PlayStation 2 games out, though."
—Method Man, on the difficulty of making his third solo album

DEF JAM: VENDETTA

Every wrestler at your fingertips

Loyalty Pays off

Unlocking *Vendetta*'s women in Story mode is great. Who wouldn't want to see those pictures? (Although you should've seen the prerelease shots—so hot!) Just remember that you don't have to pick a new girl every time. If you're loyal to one girl and she beats up a challenger, you will still unlock the challenger's picture portfolio. Which is nice if you have a serious thing for Carla (like we do).

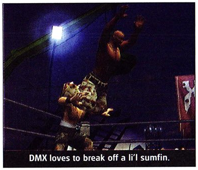


CALIENTE!
Carla is so hot
Missing a chance to unlock a pretty damsel stinks, but you can remedy it with these codes.

Who's your favorite *Vendetta* hottie? Let us know at opm@ziffdavis.com and title the e-mail "Vendetta Hottie."

Get Blazin'

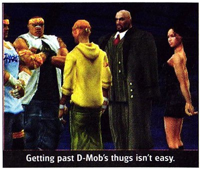
Remember that every character has two Blazin' moves. The second must be performed from behind your victim. Oftentimes, the from-behind Blazin' move is more effective. In DMX's case, it's way cooler, too!



DMX loves to break off a li'l sumfin.

Dropping D-Mob

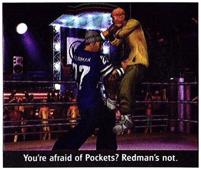
If you're going to down D-Mob, use submission moves. Throw him off the ropes and get him into a headlock. It'll empty his head health meter. Once that's depleted, use the move twice more. He'll give up.



Getting past D-Mob's thugs isn't easy.

Beating Down Pockets, House, and Snowman

Getting jumped by the cowardly threesome stinks, but at least you only need to defeat one of them. The trick is to run for your life and fight only when necessary. When you finally bludgeon one of them into the Danger area, use your Blazin' move against him for the KO and the win. Apparently, the other two are too afraid to fight at that point. Cowards.



You're afraid of Pockets? Redman's not.

Unlock Everyone

Don't want to bother beating the game to unlock everyone? Leave it to *OPM* to dig up cheat codes to unlock every wrestler (including those bombshells that are tough to win). Here's how to unlock them:

- Go to Battle mode and select any type of match.
- Enter a User ID at the User Setups menu.
- Hold L1 + L2 + R1 + R2 at the Character Selection screen and quickly (time is short!) enter the following codes to unlock the corresponding thug.

ARII	⊗, □, △, ○, □
BRIGGS (ALTERNATE COSTUME)	⊗, △, ○, □, ○
BRIGGS (ALTERNATE COSTUME)	⊗, △, □, ⊗, ○
CARLA	⊗, □, ⊗, ⊗, ⊗
CHUKKLEZ	□, □, △, ⊗, ○
CRUZ	○, △, ⊗, ⊗, ○
D-MOB	□, △, ○, ⊗, ○
D-MOB (ALTERNATE COSTUME)	□, □, △, □, □
DAN G	⊗, ○, ⊗, ○, □
DEEBO	○, ○, ⊗, ⊗, △
DEJA	○, □, ○, ○, ⊗
DMX	○, ⊗, ○, △, □
DRAKE	△, □, ○, ⊗, ⊗
DRAKE (ALTERNATE COSTUME)	⊗, △, △, ○, ○
FUNKMASTER FLEX	○, △, ○, ○, □
HEADACHE	△, △, △, □, ○
HOUSE	△, ⊗, △, ○, ⊗
ICEBERG	□, △, ○, □, ○
LUDACRIS	○, ○, ○, □, △
MANNY (ALTERNATE COSTUME)	○, □, ○, □, ○
MASA	⊗, ○, △, □, □
METHOD MAN	□, ○, ⊗, △, ○
MOSES	△, △, □, □, ⊗
N.O.R.E.	○, □, △, ⊗, ○
NYNE	□, ○, ⊗, ⊗, △
OMAR	○, ○, □, △, △
OPAL	○, ○, □, □, △
PEEWEE	⊗, ⊗, □, △, □
PEEWEE (ALTERNATE COSTUME)	⊗, △, △, □, ○
PENNY	⊗, ⊗, ⊗, △, ○
POCKETS	△, □, ○, □, ⊗
PROOF (ALTERNATE COSTUME)	⊗, □, △, □, ○
RAZOR	△, □, △, ○, ⊗
RAZOR (ALTERNATE COSTUME)	□, ○, ⊗, △, △
REDMAN	○, ○, △, □, ⊗
RUFFNECK	⊗, □, ⊗, △, ○
RUFFNECK (ALTERNATE COSTUME)	□, ○, △, ⊗, □
SCARFACE	○, □, ⊗, △, □
SKETCH	△, △, ○, □, ⊗
SNOWMAN	△, △, ⊗, ⊗, ○
SPIDER (ALTERNATE COSTUME)	□, △, ⊗, □, ○
STEEL	⊗, △, ○, ○, △
T'AI	○, ○, □, ⊗, ○
ZAHEER	△, △, □, ⊗, ⊗

REZ

This is one tough game to find. The best places to look: eBay and half.com. But expect to pay at least $55 for it.

RATCHET & CLANK

To unlock the Commercials section of the Goodie menu, collect all 10 Golden Weapons after beating the game.

GAME	PUBLISHER	SCORE	ISSUE
Metal Gear Solid 2: Substance	Konami	★★★★★	67
Metropolismania	Natsume	★★★	61
Midnight Club	Rockstar	★★★★	39
Midnight Club II	Rockstar	★★★★★	67
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB 2004	Sony CEA	★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	XS Games	★★★½	69
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Monopoly Party	Infogrames	★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★½	53
MotoGP3	Namco	★★★★½	67
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
The Mummy Returns	Universal	★½	52
Music Maker	Magix	★★★★	69
MVP Baseball 2003	EA Sports	★★★½	67
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
My Street	Sony CEA	★★★	67
Myst III: Exile	Ubi Soft	★★★½	63
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
NBA 2K2	Sega Sports	★★★★★	53
NBA 2K3	Sega Sports	★★★★★	63
NBA Hoopz	Midway	★★★	44
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
NBA Live 2003	EA Sports	★★★★	63
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
NBA Starting Five	Konami	★★½	63
⑩ NBA Street	EA Sports Big	★★★★★	47

PERFECT DUNKER Go to the Create Player screen and enter HEADBAND as a user name.

TEAM BIG Go to the Enter User ID menu and get to the User Record box (displays either a user ID's record information, or "no user record"). Quickly hold L2 and press ⬆, ⬇, ⬇, ⬅, ⊗. Or just get 10 wins.

NYC LEGENDS TEAM Go to the Enter User ID screen and get to the User Record box. Hold L2 and press ⬇, ⬇, ⬇, Left, ⊗.

TEAM STREET LEGENDS Go to the Enter User ID screen and get to the User Record box. Hold R1 and press ➡, ⬅, ⬆, ⬇, ⊗. The team includes Biggs, Bonafide, Drake, DJ, Takashi, Stretch, and Michael Jordan.

TEAM DREAM Go to the Enter User ID screen and get to the User Record box. Quickly hold R2 and press ⬆, ⬆, ➡, ➡, ⊗. The team includes Graylien Alien, Magma Man, and Yeti Snowman.

ALL COURTS In Hold the Court mode, go to the screen where you choose your court. Hold R2 and press ⬆, ⬇, ⬅, ➡, ➡, ⬅, ⬇, ⬆, and while still holding ⬆, press ⊗.

GAME	PUBLISHER	SCORE	ISSUE
NBA Street Vol. 2	EA Sports Big	★★★★★	68
NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41
NCAA Final Four 2002	989 Sports	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
NCAA Football 2002	EA Sports	★★★★½	48
NCAA Football 2003	EA Sports	★★★★★	60

GAME	PUBLISHER	SCORE	ISSUE
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
Need for Speed: Hot Pursuit 2	EA Games	★★★★★	62
NFL 2K2	Sega Sports	★★★½	52
NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
NFL GameDay 2003	Sony CEA	★★½	61
NFL Quarterback Club 2001	Acclaim	★★½	50
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
NHL 2K3	Sega Sports	★★★★★	64
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Warlords	Capcom	★★★★	43
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pride FC	THQ	★★★★	65
Primal	Sony CEA	★★★★	68
Pro Race Driver	Codemasters	★★★★½	65
Project Eden	Eidos	★★★½	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
P.T.O. IV	Koei	★★★	66
Q-Ball Billiards Master	Take 2	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	Sony CEA	★★★★★	63
Rayman 2: Revolution	Ubi Soft	★★★★★	41
Rayman 3: Hoodlum Havoc	Ubi Soft	★★★½	67
Rayman Arena	Ubi Soft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	THQ	★★★★★	46
Red Faction II	THQ	★★★★	63
Reign of Fire	Bam	★★★½	63
Resident Evil–Code: Veronica X	Capcom	★★★★½	48
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam	★★★½	61
Ring of Red	Konami	★★★★	43
RLH: Run Like Hell	Interplay	★★★	62
Road Trip	Conspiracy	★★★★	61
Rocky	Ubi Soft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Romance of the Three Kingdoms VII	Koei	★★½	60
Rugby	EA Sports	★★★½	48
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take 2	★★½	48
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62

REPLAY FORUM

GTA: VICE CITY BOAT CHASE

When you're in a boat in *Vice City* and the cops are after you, press △. All the VCPD Predators (boats) will stop chasing you. They'll idle around and bounce on the waves like nothing's happening, no matter how high your wanted level is. Take this time to blow them to smithereens; they won't care. Then make your escape.

Ian King
dr_poiuyt@hotmail.com

GTA VICE CITY: HIDDEN SCHOONER

Want to find a really nice boat? It's hidden. Take a boat to the second island and cruise to the docks. Find the ship where the Print Works mission takes place. Go to the back of it and follow the mainland. The secret boat is underneath a tall dock. It's called the Coast Guard, and it's very maneuverable and quite fast. Unfortunately, it's tricky to jump into (and impossible to do so from the dock).

Ian King
dr_poiuyt@hotmail.com

GTA VICE CITY: BIG GUN COMES IN SMALL PACKAGE

To find the minigun, go to Little Haiti, where you blew up that Haitan gang building in the Café missions. The gun is on the small section of the roof. To get there, you'll have to jump over the stairs and walk across (it's pretty tricky), or you can try *not* to blow up your helicopter when you land.

Axx Dunmire
wickedax@msn.com

GAME	PUBLISHER	SCORE	ISSUE
Seek and Destroy	Conspiracy	★★★½	66
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	Konami	★★★★½	50
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
The Simpsons: Road Rage	EA Games	★★★	52
The Simpsons Skateboarding	EA Games	★½	64
⑫ The Sims	EA Games	★★★★	65

YOU BIG CHEATER At the Main menu, press all four shoulder buttons at once. It'll pull up the Cheat menu. From there, enter these codes for the following unlocks:

MIDAS	All 2P games, all locked objects, and all locked skins
FREEALL	Makes all objects cost zero Simoleans
PARTY M	Party Motel two-player game
SIMS	Play The Sims mode opened without going through the Get a Life Dream House

GAME	PUBLISHER	SCORE	ISSUE
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55
Sly Cooper and the Thievius Raccoonus	Sony CEA	★★★★★	62
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	Rockstar	★★★★½	39
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
⑧ SOCOM: U.S. Navy SEALs	Sony CEA	★★★★★	60

UNLOCK LEVEL SELECT Beat the game on the Lieutenant Junior Grade rank to unlock the Level Select option.

UNLOCK THE MULTIPLE GRENADE LAUNCHER To unlock the MGL (Multiple Grenade Launcher), just beat the game three times.

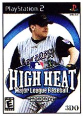
USE TERRORIST WEAPONS Beat the game with an Ensign rank.

GAME	PUBLISHER	SCORE	ISSUE
Soldier of Fortune	Majesco	★★★	52
Soul Reaver 2	Eidos	★★★	52
Space Race	Infogrames	★★½	59
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
Splinter Cell	Sony CEA	★★★★½	68
Spy Hunter	Midway	★★★★½	50
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	EA Sports BIG	★★★★★	38
SSX: Tricky	EA Sports BIG	★★★★★	52
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Bounty Hunter	LucasArts	★★★	64
Star Wars The Clone Wars	LucasArts	★★★	65
Star Wars Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	LucasArts	★★★★½	43
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubi Soft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubi Soft	★★★½	63
Supercar Street Challenge	Activision	★★½	52

ESSENTIAL SPORTS

Must-have sports games for your athletic needs

It's been a huge year for console sports. This is the first-ever year in OPM's storied history in which every one of the major five sports could boast a game that scored a perfect five-star rating. The games' arcade complements ruled, too.



High Heat MLB 2004

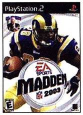
★★★★★ **MSRP:** $49.99

High Heat 2004 is the best bargain in games. A full 162-game season will last you about 90 hours. Don't think you'll play a full season? Ha! After 10 games, you'll thirst for a shot at Williams' .406, Bonds' 73, and Hack Wilson's 191.

Quick tip: Take back glitch runs

OK, so *High Heat* has a few glitches we didn't see when we reviewed it. Luckily, there's a way around giving up a weird run. Here's how:

- Pause the game and press ◻, ◻, ○, ○, L1, R1. Then press L1 + L2 + R1 + R2.
- At the new menu, go into the Game State mode to change the inning and/or score.



Madden NFL 2003

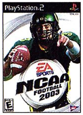
★★★★★ **MSRP:** $49.99

Every year, *Madden* makes strides to continue a tradition as the best football game (and arguably the best in sports). This year *Madden* has so many goodies, it's worthy of the crown-jewel moniker.

Quick Tip: Cheat at camp

The minicamps can be tough. Use this to make life easier:

- Turn off autosave.
- Save your rosters as Cheat.
- Go to the Cheat rosters and edit the players in the minicamps. In the case of the Ground Attack, raise Emmitt Smith's stats to 99, then lower the defenders' (Dat Nguyen and Roy Williams) ratings.
- Load Cheat rosters and serve.



NCAA Football 2003

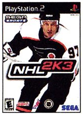
★★★★★ **MSRP:** $49.99

NCAA's sophomore season earns a solid 4.0 GPA. Schedule creation, Create-a-School, and the trophy room make this a clear winner.

Quick tip: Create-A-Team nicknames

Use these nicknames for your create-a-team, and they will be recognized and announced.

Bison
Black Bears
Colonels
Comets
Explorers
Hilltoppers
Lumberjacks
Minutemen
Outlaws
Peacocks
Pride
Skyhawks
Spiders
Terriers
Tribe



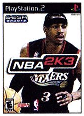
NHL 2K3

★★★★★ **MSRP:** $49.99

About every four years a game redefines the way videogame hockey is played. *NHL 2K3* is now the game carrying that torch. It's so good that any other hockey game purchase is money misspent.

Quick Tip: Puck with these sliders

Remember to cycle, cycle, cycle. You'll need to get the puck and pass it into the corner (or dump it in). Then get to the puck and pass it behind the net, and grab it again and pass it to the corner. Sound boring? It's not so bad; it's called grinding, and it'll tucker out the defense and give you good opportunities in front of the net for successful one-timers.



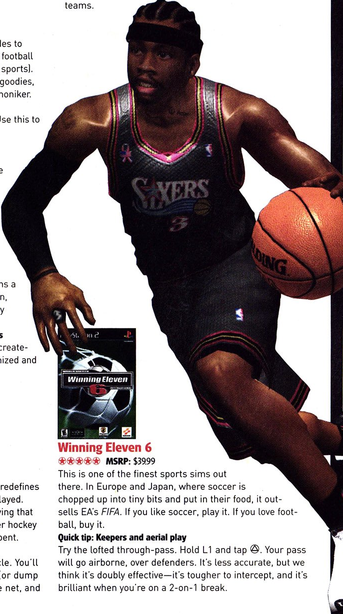
NBA 2K3

★★★★★ **MSRP:** $49.99

Everything you get in *NBA 2K3*, you earn. From one-handed dunks to fallaway 15-footers, from bucket-stopping blocks to sticky-fingered steals, you're in complete control. Go ahead and score 44 with Iverson. You'll see.

Quick tip: Three hidden teams

- Go to Options and select Game Options.
- Press and hold Left on the D-pad and Right on the left analog stick. Press Start.
- Exit the menu; you should see codes at the bottom of the screen.
- Go to the Codes screen and enter MEGASTARS to unlock the three secret teams.



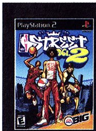
Winning Eleven 6

★★★★★ **MSRP:** $39.99

This is one of the finest sports sims out there. In Europe and Japan, where soccer is chopped up into tiny bits and put in their food, it outsells EA's *FIFA*. If you like soccer, play it. If you love football, buy it.

Quick tip: Keepers and aerial play

Try the lofted through-pass. Hold L1 and tap △. Your pass will go airborne, over defenders. It's less accurate, but we think it's doubly effective—it's tougher to intercept, and it's brilliant when you're on a 2-on-1 break.



NBA Street Vol. 2

★★★★★ **MSRP:** $49.99

It's a rare game that sophisticatedly blends culture and gaming, but it's a rarer game still that blends culture, brilliant gameplay, and sports. Hoops fan or not, culture-enthusiast or no, you can't resist *Vol. 2*. It's a PS2 must-own.

Quick Tip: Handing out headaches

- Run up the court with your best Handles man...
- ...but don't use Turbo.
- Break off a Turbo dribble and knock down your defender.
- Hold down both Turbo buttons and press A to pass the ball off his head and back to yourself.
- Do it again. And again. And again.
- Cut to the hoop and get dunkadelic.
- Your Gamebreaker meter will soar.

Quick Tip: Take a Tylenol

- If someone keeps popping the ball off your lid with Off the Hezay, run for it, literally. After one or two moves, you'll inch far enough away to cause him to pass the ball wildly, allowing you to pick it up.
- If you can, use a Trick Counter to stop him right of the bat. But if that doesn't fly, run.

MLB Slugfest 20-04

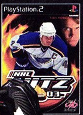
★★★★ **MSRP:** $49.99

Bigger rosters and more player attributes will please baseball diehards, but hot chicks on the loading screens, madcap commentary, and an all-new Special Pitch will keep arcade enthusiasts happier than this years Royals fan.

Quick Tip: Mad bats

The first number is ◻, the middle number is ⊗, and the right number is ○. The Cheat screen will be up for only a short time, though, so be quick.

0, 0, 4, ⬆	Log Bat	0, 0, 3, ⬆	Ice Bat
0, 0, 2, ⬆	Blade Bat	0, 0, 5, ⬆	Spike Bat
0, 0, 1, ⬆	Bone Bat	0, 0, 4, ⬅	Mace Bat
0, 0, 4, ➡	Wiffle Bat		



NHL Hitz 20-03

★★★★½ **MSRP:** $49.99

When the puck drops, *Hitz* is just plain arcade fun. And having fun is the point. Hockey's the perfect gaming sport, and *Hitz* shows why.

Quick Tip: Unlimited Franchise mode equipment

Play a World Team in Franchise mode to receive new equipment to better your players. If you play a World Team more than once, you can continue to gain equipment. This works well when you have completed Franchise and want to max out your team.

What's your favorite sports game on PS2? Think hard and tell us: opm@ziffdavis.com. Title the e-mail: Essential Sports.

WINNING ELEVEN 6 To unlock the Euro All-Stars, win the International Cup. For the World All-Stars, win the International League. Win the American Cup with Brazil to score a team featuring Pele!

27.6 The points per game average of Allen Iverson, who finished third in the NBA in scoring this season.

GAME	PUBLISHER	SCORE	ISSUE
Superman: Shadow of Apokolips	Atari	★★★½	63
Surfing H30	Rockstar	★★	40
Swing Away Golf	EA Games	★★★	38
Tarzan: Untamed	Ubi Soft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	★★★★½	**39**
❶ **Tenchu: Wrath of Heaven**	**Activision**	★★★	**67**

BAMBOO FOREST SECRET Crouch in the hot-water springs to restore you health.

INCREASE ITEMS At the Item Selection screen, hold R2 + L2 while pressing □, □, □, ↑, ←, ↓, →.

RESTORE HEALTH Pause the game and press ↑, ↓, →, ←, □, □, □.

UNLOCK ALL CHARACTERS At the Title screen, press L1, R2, L2, R1, →, ←, L3, R3.

UNLOCK ALL ITEMS At the Item Selection screen, hold R1 + L1 while pressing ↑, □, □, ←, □, □, ↓, □, □, →, □, □.

UNLOCK ALL LAYOUTS At the Mission Selection screen, press R3, L3, R2, L2, R1, L1.

UNLOCK ALL MISSIONS At the Mission Selection screen, press L1, R1, L2, R2, →, □, L3, R3.

UNLOCK BONUS STAGE At the Title screen, press L1, ↑, R1, ↓, L2, →, R2, ←.

The Terminator: Dawn of Fate	Atari	★★½	63
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
Time Crisis 2	Namco	★★★★	49
TimeSplitters	**Eidos**	★★★★★	**39**
TimeSplitters 2	**Eidos**	★★★★★	**63**
Tokyo Xtreme Racer Zero	Crave	★★½	45
⓮ **Tom Clancy's Ghost Recon**	**Ubi Soft**	★★★½	**65**

SUPERMAN Enter on in-game pause menu: L1, R2, L2, R1, Select

UNLOCK ALL MISSIONS Enter on Title screen: ⊗, L2, △, R2, Select

UNLOCK ALL SPECIAL FEATURES Enter on Title screen: L1, L2, R1, R2, ⊗, Select

Tony Hawk's Pro Skater 3	**Activision**	★★★★★	**51**
Tony Hawk's Pro Skater 4	**Activision**	★★★★★	**63**
Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
Tsuganai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58
Unison	Tecmo	★★★½	44
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Namco	★★½	52
Vexx	Acclaim	★★	67
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62

GAME	PUBLISHER	SCORE	ISSUE
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park Dreamcatcher		★★★	57
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Series Baseball 2K3	Sega Sports	★★★★	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	★★★★★	**67**
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
WRC: World Rally Championship	**Bam**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57
WWE Crush Hour	THQ	★★½	68
WWE SmackDown!: Shut Your Mouth	THQ	★★½	64
WWF SmackDown!: Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38
X2: Wolverine's Revenge	Activision	★★★	69
❺ **Xenosaga: Episode 1—Der Wille Zur Macht**	**Namco**	★★★★	**66**

DECODER #8 When visiting the Dock Colony for the first time, a woman will tell you about her husband losing a Fish Detector.

- Go to the Kukai Foundation's cleaning place and inspect the tuxedo to find the Fish Detector.
- Talk to the girl in the Iron Man bar sitting at the lower-left table. She says that she lost an important ring and asks you to find it.
- Go to the Private Beach and go in the water where the fish show up on the radar screen. Run up to every fish and press Circle. Sometimes you will get an item, and sometimes you won't. You can get a med kit, a speed stim, and the engagement ring. If you return to the beach, the Med Kit, and Speed Stim will be there again.
- Give the ring back to the girl in the bar. She will give you the Decoder #8 to open the red door.

Yanya Caballista: City Skater	Koei	★★★½	49
❻ **Yu-Gi-Oh!: The Duelists of the Roses**	**Konami**	★★½	**67**

ALL DUELISTS Complete both White and Red Rose to unlock all the duelists.

MAP EDIT Successfully finish both the Red Rose and the White Rose stories to unlock Map Edit in the custom duel. This allows you to create your own duel field.

Zapper	Infogrames	★★½	64
Z.O.E: Zone of the Enders	Konami	★★★★½	44
Zone of the Enders: The 2nd Runner	Konami	★★★★½	68

PS1 TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★½	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	½	64
Action Bass	Take 2	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Slammin' D-ball	Agetec	★★½	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★½	4
Alundra 2	Activision	★★★	32
The Amazing Virtual Sea-Monkeys	Conspiracy	★½	66
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★½	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	★★★	16

NBA PLAYOFFS

Hot tips for NBA 2K3 and NBA Live 2003

TRADE DEADLINE

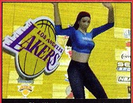
There's nothing worse than heading into the playoffs with outdated rosters. If you don't have a Network Adaptor, be sure to make these trades to bring you up to date.

- **Seattle Sonics trade Gary Payton** and Desmond Mason to Milwaukee Bucks for Ray Allen, Ronald Murray, and Kevin Ollie.
- **Orlando Magic trade Mike Miller** and Ryan Humphrey to Memphis Grizzlies for Drew Gooden and Gordon Giricek.
- **New Orleans Hornets trade Elden Campbell** to Seattle Sonics for Kenny Anderson.
- **Denver Nuggets trade Mark Blount** and Mark Bryant to Boston Celtics for Shammond Williams.
- **Denver Nuggets waive Chris Whitney** and he signs with Orlando Magic.
- **Cleveland Cavaliers waive Tyrone Hill** and he signs with Philadelphia 76ers.
- **Cleveland Cavaliers waive Bimbo Coles** and he signs with Boston Celtics.

NBA 2K3

Want to see a dancing cheerleader? There are better uses for your time, we're certain, but it's worth a peek.

- Select Franchise mode.
- Pick any team (we suggest the Lakers or Kings).
- Simulate the season and make sure you make the playoffs.
- Simulate (or play) all of the games until you get to the NBA Finals.
- Once your team has three wins, play the last game of the Finals.
- Pause the game and choose Quit.
- Go to Simulate Until the End. If you win the game, you'll see the cheerleader, like the one pictured.


She'll cheer you on!

NBA LIVE 2003

When a human opponent is shooting a free throw, distract him by pressing □ + Left. Your opponent's controller will begin to vibrate.

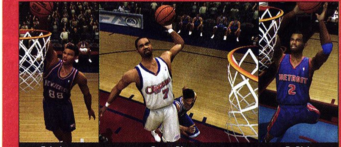
Take the sleeve off of Iverson's right arm to see more of his tattoos. The NBA banned Iverson from showing them because they consider them inappropriate.

Did you know *Live 2003* has some hot rappers? If you want to see how these guys ball, try this:

1) From the Main menu, select Roster Management.
2) Select Create Player.
3) Select Bio.
4) In the Last Name field, enter one of these codes:

Busta	FLIPMODE
Fabolous	GHETTOFAB
DJ Clue	MIXTAPES
Hot Karl	CALIFORNIA
Just Blaze	GOODBEATS
B. Rich	DOLLABILLS

5) Press ⊗.
6) You'll get a confirmation overlay if you entered the code correctly.
7) Go to the Free Agent pool. You'll have to release a player for your team to add these artists.


Fabolous Busta Rhymes B. Rich

Make a drawring.

www.u-saga.com
Stumped by *Unlimited Saga*? (Hey, who isn't?) Check out Square's site for help.

RPGs FOR YOU AND ME

So much gameplay, so little time. We help you experience it all

Magic Pengel: The Quest for Color

We asked the folks at Agetec to help us cobble together an Armored Core *mech. Wanna build one yourself? Follow these steps!*

❶ You start off with a blank page in the doodle book. The character in the lower-left-hand corner is your drawing tool, the Pengel. The number on the lower-right-hand side is the amount of a selected color available. The line bordering the screen indicates how much drawing ability you have available.

❷ This is the body of the doodle, which is the first and most important part. If you have no body, you have no doodle. Since this is an *Armored Core*–style doodle, we're using a square shape.

❸ The part that's being added is from the hard-part palette. These immobile parts can be anything from horns to torsos. A hard part moves in conjunction with the part it's attached to, but when it's alone, it has no movement.

❹ ❺ Here, we see additional hard parts being used to create the upper legs connected to the torso. The hard parts attached to each other will have a single solid movement that'll work with the movement of the body.

❻ ❼ Now we can see legs forming from the leg-part palette. There can be up to six legs added to a single doodle; depending on their placement, they may move independently.

❽ Draw the head using the head-part palette. Adding a head to a doodle can increase the chance of avoiding Status effects, which are part of almost all spells. If you add a mouth to the head, you'll also gain some new techniques.

❾ ❿ Here, additional hard parts are added to create shoulders for the arms.

⓫ From the shoulders, we can add arms using the arm-part palette. Just like the leg parts, you can have up to six arms. Arms can open up some devastating attacks, like Double Punch.

⓬ Add any weapon you wish by using the weapon palette. Weapons can be used to strike your opponent, like with a club, or can be thrown like a boomerang that returns to you after it has struck your enemy with a harsh blow.

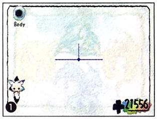
⓭ Again, we're using the hard-part palette to create spikes, which can boost your stats. It also makes your doodle look quite intimidating.

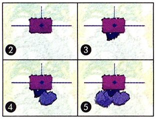
⓮ Now we're using hard parts to create toes and knees, giving more detail to the doodle's movement.

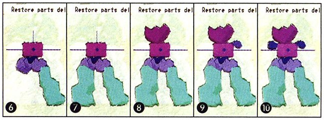
⓯ Throw in some antennae to for the AC's radar capabilities.

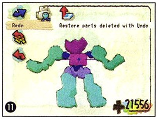
⓱ Use the hard palette to create the optical sensor on the head.

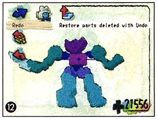
⓲ Now finish up with the design palette, which you can use to add a wide range of detail to your doodle, such as eyes on the optical sensor or an emblem on the body. Design parts are great for adding details, but they can also dramatically increase your stats.

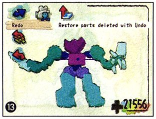


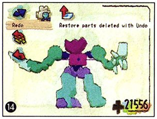


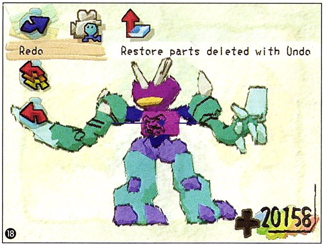


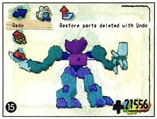


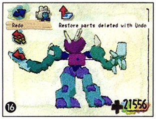


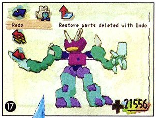












.hack (any game in the series)

DEMYSTIFYING THE SPRING OF MYST

Every now and then, you'll stumble onto a Spring of Myst while wandering through a field. Toss in a weapon or piece of armor and a teardrop-shaped critter pops up, and asks you whether the item was a Golden Axe or a Silver Axe. Respond with "Neither," and you'll sometimes get a much-improved item in return. (You can also say "Golden Axe" or "Silver Axe," which will give you an item that's only marginally useful as trade bait.)

So, how do you know if you'll get something better? Easy—it all depends on the weather. Check out the handy table to get a read on how the atmosphere affects the Spring of Myst.

If you're looking for a Spring of Myst, keep in mind that you'll find them only in the following areas: Grassland, Wilderness, Leaf Mold, Desert, and Earth. Also, the upgrade potential of any item caps out depending on the level of the Grampa or Monsieur inhabiting the Spring. Don't worry, though: If you toss in an item that's too powerful for the Spring to upgrade, it'll be returned to you along with a bonus Silver Axe and Golden Axe.

ATMOSPHERE	WEAPON EFFECT	ARMOR EFFECT
Afternoon	+2 levels	–1 level
Evening	+1 level	+1 level
Night	+1 level	+1 level
Clouds	+2 levels	–1 level
Rain	–1 level	+2 levels
Thunder	–1 level	+2 levels
Snow	–1 level	+2 levels

For help with the Spring of Myst, we turned to the fount of information otherwise know as Brady Games. www.bradygames.com

If you make a drawing of Simon from SNL, who likes to do drawings, we'll talk about you at the next *OPM* party. We promise.

DID YOU KNOW?

In *Dark Cloud 2,* you can level-up your golf clubs just like you do for your weapons!

QUICK CASH

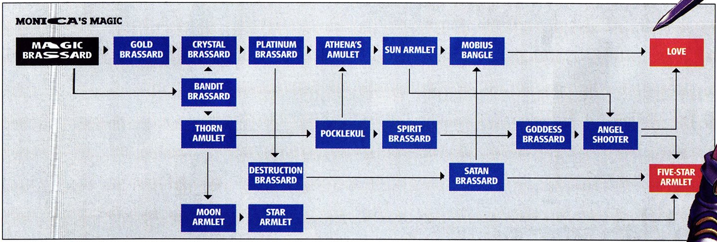
In *Xenosaga,* the fastest way to get flush is by playing poker in the casino. Always go double-or-nothing and you're sure to win big-time.

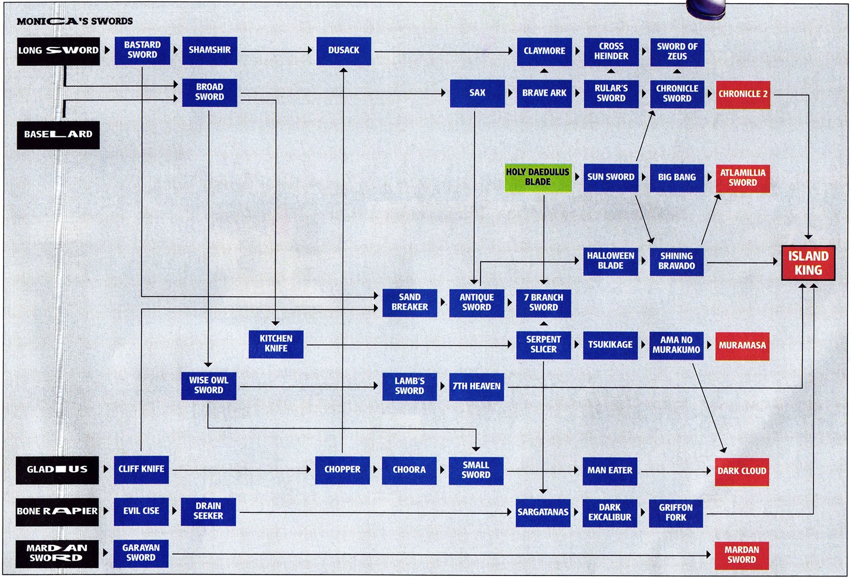
Dark Cloud 2

Last month, we told you how to build up all of Max's weapons. This month, we guide you through Monica's swords and magic. While we're at it, a few quick pointers on spectrumizing your weapons: First, never spectrumize a weapon that's lower than level 5, or you'll get an unstable Synth Sphere that might not boost your stats at all. Also, if you're running short on Synthesis Points, try this trick: Defeat a foe with one character, then switch characters to collect the ABS crystals. That way, whoever picks up the crystals will earn experience for the weapons in both hands, rather than just the weapon that defeated the enemy.

Thanks to the fine folks at Prima for helping us build up some slick weapons. For more *Dark Cloud 2* tips, check out their awesome guide!
www.primagames.com

STARTING WEAPONS **INTERMEDIATE WEAPONS** **EVENT ITEM** **ULTIMATE WEAPONS**


MONICA'S MAGIC
MAGIC BRASSARD
GOLD BRASSARD
CRYSTAL BRASSARD
PLATINUM BRASSARD
ATHENA'S AMULET
SUN ARMLET
MOBIUS BANGLE
LOVE
BANDIT BRASSARD
THORN AMULET
POCKLEKUL
SPIRIT BRASSARD
GODDESS BRASSARD
ANGEL SHOOTER
DESTRUCTION BRASSARD
SATAN BRASSARD
FIVE-STAR ARMLET
MOON ARMLET
STAR ARMLET


MONICA'S SWORDS
LONG SWORD
BASTARD SWORD
SHAMSHIR
DUSACK
CLAYMORE
CROSS HEINDER
SWORD OF ZEUS
BASELARD
BROAD SWORD
SAX
BRAVE ARK
RULAR'S SWORD
CHRONICLE SWORD
CHRONICLE 2
HOLY DAEDULUS BLADE
SUN SWORD
BIG BANG
ATLAMILLIA SWORD
HALLOWEEN BLADE
SHINING BRAVADO
ISLAND KING
SAND BREAKER
ANTIQUE SWORD
7 BRANCH SWORD
KITCHEN KNIFE
SERPENT SLICER
TSUKIKAGE
AMA NO MURAKUMO
MURAMASA
WISE OWL SWORD
LAMB'S SWORD
7TH HEAVEN
GLADIUS
CLIFF KNIFE
CHOPPER
CHOORA
SMALL SWORD
MAN EATER
DARK CLOUD
BONE RAPIER
EVIL CISE
DRAIN SEEKER
SARGATANAS
DARK EXCALIBUR
GRIFFON FORK
MARDAN SWORD
GARAYAN SWORD
MARDAN SWORD

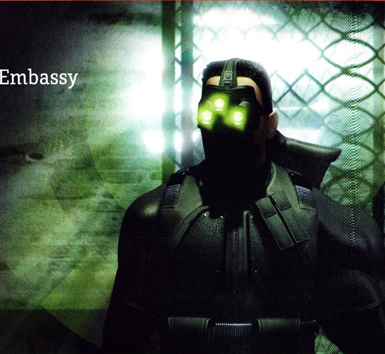
Taking down the ol' Chinese Embassy.

SPLINTER CELL

www.splintercell.com
Head over to the site to get some sweet wallpaper downloads. Like this one.

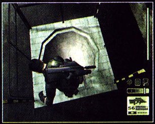
SPLINTER CELL

Frequently asked questions for storming the Chinese Embassy

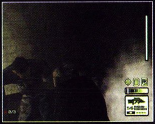


Chinese Embassy

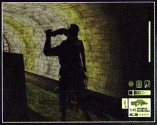
Q: How do I get through the sewers without getting shot?



When you enter the sewers, ready a smoke grenade. As you move forward, keep an eye out for a couple of soldiers far ahead of you. When you see them, fire the smoke grenade.

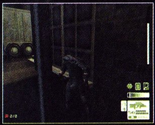


They'll start gagging, so you can run toward them and knock them out with your elbow. Two down...now recede into the darkness and crouch.

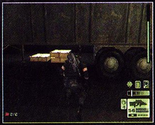


One more guard will appear. When he starts to investigate the bodies, run forward and elbow him.

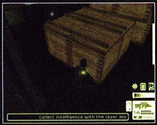
Q: How do I keep from getting caught as I walk through the truck gate?



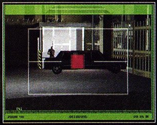
Keep to the shadows and don't veer from the walls, unless you absolutely have to.



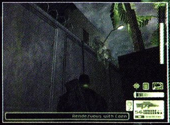
Pass the gate, stay to the right, and creep under the truck that's in front of you. There's a guard on post there; you can either knock him out with a sticky shocker (which is the easy way to handle things) or sneak past him when he turns his back (which is the hard way).


Collect intelligence with the laser mic

Either way, stay to the right and stay in the shadows. Follow the wall until you reach a courtyard.



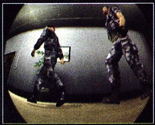
Turn on your mic; aim it at the window that the camera panned to in the cut-scene. When the chat ends, get ready to aim the mic at the limo that pulls up.


Rendezvous with Caen

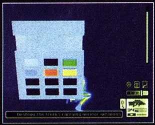
When the car drives away, creep around the to the building's entrance to get to the far side of the courtyard. After you climb over the breach in the wall, the mission ends.

Chinese Embassy II

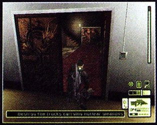
Q: How do I get through that big room with the three turrets?



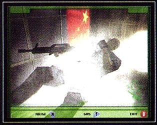
After you exit the room with the sleeping soldiers, put an optic cable under the door in front of you. Do not enter the next hallway until it's clear.


Destroy the trucks carrying nuclear weapons

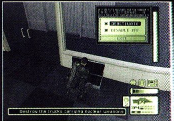
Go up to the keypad and put on your goggles. The orange key represents the location of your finger. Press the buttons in the following order: light blue, dark blue, green, yellow.


Destroy the trucks carrying nuclear weapons

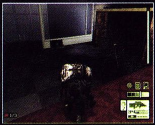
The door will open. Fire a diversion camera at the bottom of the stairwell. Press the noise button to get the attention of the guard in the room.



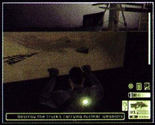
When he's close to the camera, release the gas to incapacitate him. Turn off the gun in the corner. Run to the box when the turret gun is facing away from you.

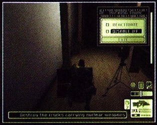

DEACTIVATE
DISABLE IFF
EXIT
Destroy the trucks carrying nuclear weapons

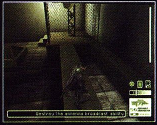
Hide the soldier's body, then shoot out as many of the lights in the room as you can.



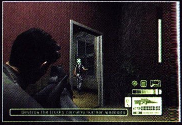
Don't go up the stairs. Look for a bookshelf along the near wall. Pull yourself onto it and get to the second floor from there; you'll wind up behind a second turret gun.


Destroy the trucks carrying nuclear weapons


DEACTIVATE
DISABLE IFF
EXIT
Destroy the trucks carrying nuclear weapons

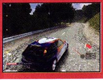

Destroy the antenna broadcast ability

After dispatching an approaching guard with your gun, grab onto the flagpole and shimmy toward the other platform. Stop when you're behind the last flag. A guard and a colonel will pass; the colonel will stay behind as the guard exits the area. When the colonel's back is turned, shimmy up behind him, perform a silent drop (hit Crouch while dropping), then sneak up and grab him. Force him to use the retinal scanner, then knock him out.


Destroy the trucks carrying nuclear weapons

There's one guard left in the next room. Kill him, then slide open the window to get outside.

Seriously, who's itchin' to get Sam Fisher wallpaper?



"*Colin McRae 3* is gorgeous. The graphics are beautiful, the sound effects are spectacular, and the overall presentation is extremely stylish."

★★★★★

GAME	PUBLISHER	SCORE	ISSUE
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★½	3
Armored Core: Master of Arena	Agetec	★★½	31
Armorines: Project S.W.A.R.M.	Acclaim	½	35
Army Men 3D	**3DO**	★★★	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★½	39
Army Men: Green Rogue	3DO	★½	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★½	40
Army Men: World War	3DO	★½	34
Army Men: World War - Final Front	3DO	★½	45
Army Men: World War - Land, Sea, Air	3DO	★½	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	★★★½	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53
Atlantis: The Lost Empire	SCEA	★★★★	48
ATV: Quad Power Racing	Acclaim	★	39
Austin Powers Pinball	Gotham Games	★★	64
Auto Destruct	Electronic Arts	★★★	6
Azure Dreams	Konami	★★★	10
Backstreet Billiards	Ascii	★★★½	15
Ball Breakers	Take 2	★★★½	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★	21
Bass Landing	Agetec	★★★½	26
Bass Rise	Bandai	★★★	28
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubi Soft	½	39
Batman: Gotham City Racer	Ubi Soft	★½	46
Battle Hunter	Agetec	★½	48
Battletanx: Global Assault	3DO	★½	31
Beast Wars	Hasbro	★½	5
Beyblade	Crave	★½	66
Big Air	Accolade	★½	20
Big Bass Fishing	Take 2	½	58
Big Ol' Bass 2	Konami	★★½	45
Big Strike Bowling	Gotham Games	★★★½	68
Billiards	Agetec	★★½	45
Bio F.R.E.A.K.S.	Midway	★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★½	41
Blast Lacrosse	Acclaim	★★½	48
Blast Radius	Psygnosis	★★★½	19
Blaster Master: Blasting Again	Crave	★★★	38
Blasto	Sony CEA	★★★½	8
Blockids	Natsume	★★½	69
Bloody Roar	Sony CEA	★★★½	6
Bloody Roar 2	Sony CEA	★★★★	21
Blues Big Musical	THQ	★★★	46
Board Game: Top Shop	Agetec	★★★★	45
Bomberman Fantasy Race	Atlus	★★½	19
Bomberman Party Edition	Vatical	★★½	38
Bomberman World	Atlus	★★½	13
The Bombing Islands	Kemco	★★½	47
Boombots	SouthPeak	★★½	27
Bottom of the 9th '97	Konami	★★★½	1
Bowling	Agetec	★★	43
Boxing	Agetec	★★★	45
④ **Bratz**	**Ubi Soft**	**n/a**	**n/a**
You're kidding when you say you're interested in *Bratz* codes, right?			
Brave Fencer Musashi	Square EA	★★★★	15
Bravo Air Race	THQ	★★★	1
Breakout	Hasbro	★★	39
Breath of Fire III	Capcom	★★★½	9
Breath of Fire IV	Capcom	★★★½	40
Brigandine	Atlus	★★★½	15
Broken Sword	THQ	★★★★	5
Broken Sword II	Crave	★★★½	27
Brunswick Circuit Pro Bowling	THQ	★★★½	13
Brunswick Circuit Pro Bowling 2	THQ	★★★★	31
Bug Riders	GT Interactive	★★	3
Bugs Bunny & Taz: Time Busters	Infogrames	★★★	41
Bugs Bunny: Lost In Time	Infogrames	★★★½	23
Builder's Block	Jaleco	★★★½	35
Burstrick Wake Boarding!!	Natsume	★½	45
Bushido Blade 2	Square EA	★★★½	14
Bust A Groove	989 Studios	★★★★	16
Bust A Groove 2	Enix	★★★	36
Bust-A-Move 4	Natsume	★★★★	17
Bust-A-Move 99	Acclaim	★★	19
Buzz Lightyear of Star Command	Activision	★★½	39
C: The Contra Adventure	Konami	★½	12
c-12: Final Resistance	Sony CEA	★★½	58
Caesar's Palace 2000	Interplay	½	41
Caesar's Palace II	Interplay	★★	15
Capcom vs. SNK Pro	Capcom	★★★½	60
Card Games	Agetec	★½	50
Cardinal SYN	Sony CEA	★★★	9
CART World Series	Sony CEA	★★★½	3
Casper: Friends Around the World	Sound Source	★½	41
Castlevania Chronicles	Konami	★★★½	50
Castlevania: Symphony of the Night	**Konami**	★★★★★	**2**
Castrol Honda Superbike	Electronic Arts	★★	21
Centipede	Hasbro	★	22
Championship Bass	EA Sports	★★★★	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	★★★	41
Championship Motocross Feat. Ricky Carmichael	THQ	★★★½	25
Championship Surfer	Mattel	★★★	41
Chessmaster II	Mindscape	★★★½	23
Chicken Run	Eidos	★★★	41
Chocobo Racing	Square EA	★★★	23
Chocobo's Dungeon 2	Square EA	★★½	29
Chrono Cross	**Square EA**	★★★★★	**36**
Circuit Breakers	Mindscape	★★★	12
Civilization II	Activision	★★★★½	18
Clock Tower	Ascii	★★★	2
Clock Tower II: The Struggle Within	Agetec	★★½	28
Colin McRae 2.0	**Codemasters**	★★★★★	**40**
Colin McRae Rally	Sony CEA	★★★★	30
Colony Wars	**Psygnosis**	★★★★★	**4**
Colony Wars: Red Sun	Psygnosis	★★★★½	31
Colony Wars: Vengeance	Psygnosis	★★★½	14
Command & Conquer: Red Alert	Virgin	★★★½	4
Contender	Sony CEA	★★★★	17
Contender 2	Bam	★	41
Cool Boarders 2	**Sony CEA**	★★★★	**3**
Cool Boarders 3	**989 Studios**	★★★	**14**
Cool Boarders 4	**989 Studios**	★★★	**27**
Cool Boarders 2001	Sony CEA	★	39
Countdown Vampires	Bandai	★½	32
Covert Ops: Nuclear Dawn	Activision	★★½	34
Crash Bandicoot 2	**Sony CEA**	★★★★	**3**
Crash Bandicoot: WARPED	**Sony CEA**	★★★★★	**15**
Crash Bash	SCEA/Universal	★★½	39
Crime Killer	Interplay	★★★	12
Critical Depth	GT Interactive	★★★	3
Croc	**Fox Interactive**	★★★★	**1**
Croc 2	Fox Interactive	★★½	22
Crossroad Crisis	Agetec	★½	50
Crusaders of Might & Magic	3DO	★★★	30
CTR: Crash Team Racing	**Sony CEA**	★★★★★	**26**
CyberTiger	EA Sports	★★★★	27
Dance Dance Revolution	Konami	★★★★	42
Dance Dance Revolution: Disney Mix	Konami	★★★★	49
Dance Dance Revolution: Konamix	Konami	★★★★	57
Danger Girl	THQ	★★½	39
Dark Omen	Electronic Arts	★★	9
DarkStalkers 3	Capcom	★★★★	16
Darkstone	Take 2	★★★½	43
Dave Mirra Freestyle BMX	Acclaim	★★★½	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	★★½	47
David Beckham Soccer	Majesco	★★★	61
Dead in the Water	ASC	★★½	17

REPLAY FORUM

GTA VICE CITY: EVERY SHOT COUNTS

I found a way to achieve a 100 percent Accuracy rating in *Vice City*.

- Go to Vercetti's mansion on Starfish Island and hop into the Sea Sparrow.
- Take it for a spin, then land it so it's facing another vehicle.
- Fire the Sea Sparrow's machine gun (hold R1) at the vehicle.
- The vehicle will explode, but continue shooting at the wreckage.

The Sea Sparrow gun doesn't affect the Bullets Fired stat but it *does* affect your Bullets That Hit stat, so your Accuracy rating will increase to *more than* 100 percent!

By the way, my record for the beach-ball stat is 53. What's *OPM*'s record? And no, I couldn't "keep it up" 53 times in a night!

Kevin Korrupt
kevinkorrupt@hotmail.com

We've "kept it up" three times. That's it.

MORTAL KOMBAT DEADLY ALLIANCE: MY FATALITY

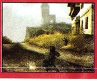
My fatality would be blowing my victim a kiss—which has been done many times, I know. It's just such a nice mixture of naughty and nice—and one that would result in their eyes exploding and blood running from their nose, ears, and mouth. After a few seconds, their head would, well, explode.

Mistress Shakahnna
shakahnna@yahoo.com

As creeped-out as we are, somehow, you had us at "naughty."

GAME	PUBLISHER	SCORE	ISSUE
Dead or Alive	Tecmo	★★★★½	8
Deathtrap Dungeon	Eidos	★★½	9
Deception III: Dark Delusion	Tecmo	★★★★	31
Delta Force: Urban Warfare	Novalogic	★★★	61
Demolition Racer	Infogrames	★★★★	26
Destrega	Koei	★★★★	16
Destruction Derby Raw	Midway	★★★★	39
Devil Dice	THQ	★★★½	13
Dexter's Laboratory: Mandark's Lab?	Bam	★★★½	59
Diablo	Electronic Arts	★★★★	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	★★	31
Digimon Digital Card Battle	Bandai	★★★	48
Digimon Rumble Arena	Bandai	★★★½	55
Digimon World	Bandai	★½	36
Digimon World 2	Bandai	★★	46
Digimon World 3	Bandai	★★½	57
Dino Crisis	Capcom	★★★★	25
Dino Crisis 2	Capcom	★★★★½	38
Disney's Dinosaur	Ubi Soft	★½	36
Disney's Treasure Planet	Sony CEA	★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★	39
Downhill Mountain Bike Racing	Activision	★★½	27
Dracula: The Last Sanctuary	DreamCatcher	★★½	56
Dracula: The Resurrection	DreamCatcher	★★½	48
Dragon Ball GT	Bandai	★★	4
① **Dragon Ball Z: Ultimate Battle 22**	**Infogrames**	★	**69**
UNLOCK BONUS CHARACTERS At the Title screen, press the following: ⬆, △, ⬇, ✕, ⬅, L1, ➡, R1			
Dragon Tales: Dragon Seek	NewKidCo	★½	45
Dragon Valor	Namco	★★★	38
Dragon Warrior VII	Enix	★★★★½	51
Dragonseeds	Jaleco	★★	15
Driver	**GT Interactive**	★★★★	**24**
Driver 2	Infogrames	★★★★	40
Ducati World Championship Racing	Acclaim	★★½	41
Duke Nukem: Land of the Babes	Infogrames	★★½	40
Duke Nukem: Time to Kill	**GT Interactive**	★★★½	**14**
Duke Nukem: Total Meltdown	GT Interactive	★★★	5
Dukes of Hazzard	**SouthPeak**	★½	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	★★	41
Dune 2000	Electronic Arts	★½	27
EA Sports Supercross	EA Sports	★★★½	41
Eagle One: Harrier Attack	Infogrames	★★★	32
Echo Night	Agetec	★★★	23
ECW Anarchy Rulz	Acclaim	★	38
ECW Hardcore Revolution	Acclaim	★½	30
Ehrgeiz	Square EA	★★★½	21
Einhänder	Sony CEA	★★★★	8
Elemental Gearbolt	Working Designs	★★★★	11
Eliminator	Psygnosis	★½	20
The Emperor's New Groove	SCEA	★★★½	40
ESPN MLS GameNight	Konami	★★★	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	½	54
Eternal Eyes	Crave	★½	38
Evil Dead: Hail to the King	THQ	★★½	41
Evil Zone	Titus	★★★	25
Expendable	Infogrames	★½	34
F1 2000	EA Sports	★★★½	33
F1 Championship Season	EA Sports	★★★½	40
F1 Racing Championship	Ubi Soft	★★½	39
Family Feud	Hasbro	★★★	39
Family Game Pack	3DO	★★½	33
Fantastic Four	Acclaim	★★	3
Fatal Fury: Wild Ambition	SNK	★½	30
Fear Effect	Eidos	★★★★½	31
Fear Effect 2: Retro Helix	Eidos	★★★★½	43
Felony 11-79	Ascii	★★★	1
FIFA 98	EA Sports	★★★½	4
FIFA 99	EA Sports	★★★★½	17
FIFA 2000	EA Sports	★★★★½	27
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA Soccer 2003	EA Sports	★★★½	63
The Fifth Element	Activision	½	15
Fighter Maker	Agetec	★★★½	21

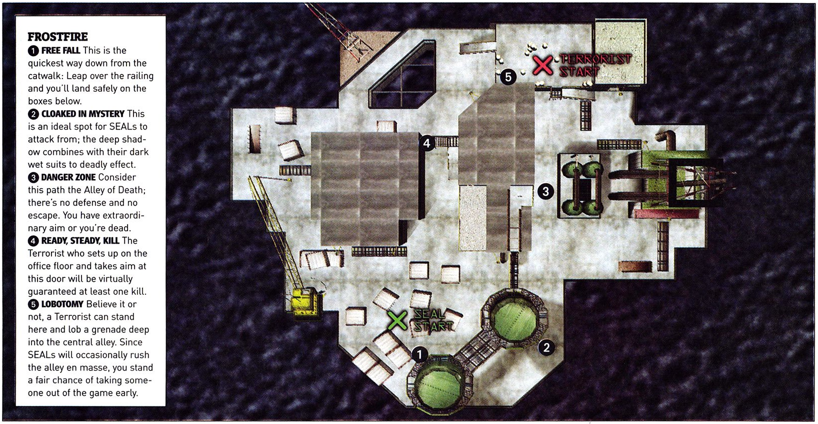
HIDDEN AND DANGEROUS
In addition to at least six secret voice commands, *SOCOM 2* will have secret objectives in every mission.



GET YOURSELF ONLINE ALREADY

More SOCOM mappage, plus cruisin' in Midnight Club II

SOCOM: U.S. Navy SEALs



FROSTFIRE

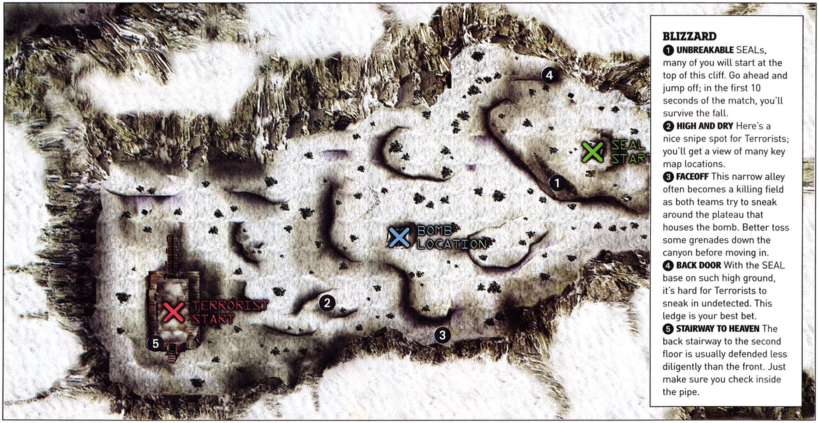
❶ **FREE FALL** This is the quickest way down from the catwalk: Leap over the railing and you'll land safely on the boxes below.

❷ **CLOAKED IN MYSTERY** This is an ideal spot for SEALs to attack from; the deep shadow combines with their dark wet suits to deadly effect.

❸ **DANGER ZONE** Consider this path the Alley of Death; there's no defense and no escape. You have extraordinary aim or you're dead.

❹ **READY, STEADY, KILL** The Terrorist who sets up on the office floor and takes aim at this door will be virtually guaranteed at least one kill.

❺ **LOBOTOMY** Believe it or not, a Terrorist can stand here and lob a grenade deep into the central alley. Since SEALs will occasionally rush the alley en masse, you stand a fair chance of taking someone out of the game early.



BLIZZARD

❶ **UNBREAKABLE** SEALs, many of you will start at the top of this cliff. Go ahead and jump off; in the first 10 seconds of the match, you'll survive the fall.

❷ **HIGH AND DRY** Here's a nice snipe spot for Terrorists; you'll get a view of many key map locations.

❸ **FACEOFF** This narrow alley often becomes a killing field as both teams try to sneak around the plateau that houses the bomb. Better toss some grenades down the canyon before moving in.

❹ **BACK DOOR** With the SEAL base on such high ground, it's hard for Terrorists to sneak in undetected. This ledge is your best bet.

❺ **STAIRWAY TO HEAVEN** The back stairway to the second floor is usually defended less diligently than the front. Just make sure you check inside the pipe.

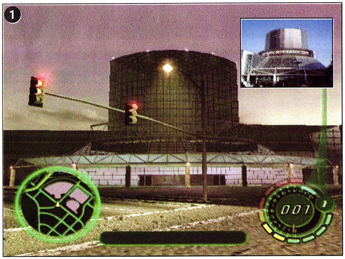
Roger that.

89% The average rating for *Midnight Club II*, according to gamerankings.com.

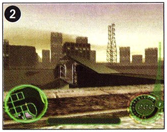
OVERHEARD "Be nice–say sorry!" —Gina in *Midnight Club II*, and Sam Houser on a 2001 Rockstar promotional button

Midnight Club II

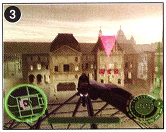
1



2



3



You can do all the standard races online, but why subject yourself to such arbitrary rules? Why not set up a Cruise game and just have some good, clean freestyle fun? You can conduct free-form drag races, play Chicken, or have yourselves a citywide game of Tag or Hide 'n' Seek. Here are some other city-specific suggestions to keep you busy in Cruise mode.

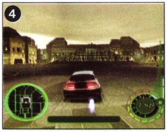
① **L.A.: CRASH E3!** This building in the center of the city is modeled after the L.A. Convention Center, which hosts E3 every year. It's true that driving through it isn't the same as being there for real, but get yourself some eardrum-piercing techno, a couple strobe lights, and a hangover and you'll be halfway there.

② **L.A.: A RIVER RUNS THROUGH IT** In the southeast corner of the map, you'll find a set of ramps that will allow you to jump clean over the Los Angeles "river." Set you and your friends up with motorcycles, head for these ramps from opposite directions, and see if you can pull off a *Mission: Impossible*–style midair collision. Even better: Set up a bike behind a car, head toward the jump, and try to leapfrog the car in midair.

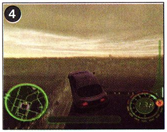
③ **PARIS: KING OF THE PYRAMID** Everyone will need cars for this one (or everyone will need bikes—just don't mix the two or someone's gonna have a *really* hard time). See how quickly you can get to the top of the pyramid outside the Louvre, and how long you can stay up there while your friends try to knock you off.

④ **PARIS: LEAP THE LOUVRE** Once you get tired of playing *on* the pyramid, use it to get on top of the Louvre. That shouldn't be hard for anyone, so here's something a bit tougher: Get up a full head of steam, hit your Nitro on the flat ground in front of the pyramid, and try to jump *over* the Louvre onto the roof of the building across the street. Depending on your angle, you can pick your destination roof. For an extra challenge, try to land on the highest roof of the building on the right. Yeah, it's narrow.

4



4



GAME	PUBLISHER	SCORE	ISSUE
Fighting Force	**Eidos**	✪✪✪	**3**
Fighting Force 2	Eidos	✪✪	29
Final Fantasy Anthology	Square EA	✪✪✪✪◐	26
Final Fantasy Chronicles	Square EA	✪✪✪✪	47
Final Fantasy Origins	Square Enix	✪✪✪◐	67
Final Fantasy Tactics	**Sony CEA**	✪✪✪✪	**5**
Final Fantasy VII	**Sony CEA**	✪✪✪✪✪	**1**
Final Fantasy VIII	**Square EA**	✪✪✪✪✪	**25**
Final Fantasy IX	**Square EA**	✪✪✪✪✪	**39**
Fisherman's Bait	Konami	✪✪✪◐	18
Fisherman's Bait 2: Big Ol' Bass	Konami	✪✪✪	27
Flintstones Bedrock Bowling	SouthPeak	✪	37
Ford Racing	Empire	✪✪◐	44
Formula 1 '98	**Psygnosis**	✪✪✪✪	**15**
Formula 1 '99	Psygnosis	✪✪✪◐	28
Forsaken	Acclaim	✪✪✪✪	10
Fox Sports Golf '99	Fox Interactive	✪✪	11
Fox Sports Soccer '99	Fox Interactive	✪✪◐	11
Freestyle Boardin' '99	Capcom	✪✪◐	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	✪✪◐	40
Frogger	**Hasbro**	✪✪◐	**4**
Frogger 2: Swampy's Revenge	Hasbro	✪✪✪	38
Front Mission 3	Square EA	✪✪✪✪◐	31
Future Cop L.A.P.D.	Electronic Arts	✪✪✪	13
G-Police	Psygnosis	✪✪✪✪◐	3
G-Police 2	Psygnosis	✪✪✪✪	25
G-Darius	THQ	✪✪✪✪	13
Galaga: Destination Earth	Hasbro	✪✪◐	39
Galerians	Crave	✪✪✪	33
Gallop Racer	Tecmo	✪✪◐	28
Gauntlet Legends	Midway	✪✪◐	32
Gekido	Interplay	✪✪✪	34
Gekioh: Shooting King	Natsume	✪✪✪◐	67
Gex: Deep Cover Gecko	Eidos	✪✪✪◐	20
Gex: Enter the Gecko	Midway	✪✪✪◐	7
Ghost in the Shell	THQ	✪✪✪✪	4
Glover	Hasbro	✪✪	28
Gold and Glory: The Road to El Dorado	Sony CEA	✪✪	42
Gran Turismo	**Sony CEA**	✪✪✪✪✪	**9**
Gran Turismo 2	**Sony CEA**	✪✪✪✪✪	**29**
Grand Theft Auto	**Take 2**	✪✪◐	**10**
Grand Theft Auto 2	Rockstar	✪✪✪	27
Grand Theft Auto: London 1969	Rockstar	✪✪◐	22
Grand Tour Racing '98	Activision	✪✪✪	1
Grandia	Sony CEA	✪✪✪✪◐	26
Granstream Saga	THQ	✪✪✪	10
The Grinch	Konami/Universal	✪◐	39
Grind Session	Sony CEA	✪✪✪✪	34
Grudge Warriors	Take 2	✪✪	34
Guardian's Crusade	Activision	✪✪✪	19
Gubble	Mud Duck	◐	68
Gundam Battle Assault 2	Bandai	✪✪✪✪	62
Gunfighter: The Legend of Jesse James	Ubi Soft	✪✪◐	52
HardBall '99	Accolade	✪◐	15
Harry Potter and the Sorcerer's Stone	EA Games	✪✪✪	53
Harry Potter and the Chamber of Secrets	EA Games	✪✪✪	64
Harvest Moon: Back to Nature	Natsume	✪✪✪◐	40
HBO Boxing	Acclaim	✪✪	41
Heart of Darkness	Interplay	✪✪✪✪	13
Hello Kitty's Cube Frenzy	NewKidCo	✪✪◐	20
Herc's Adventures	LucasArts	✪✪✪	2
High Heat Baseball 2000	3DO	✪	22
High Heat Major League Baseball 2002	3DO	✪✪✪✪	43
Hogs of War	Infogrames	✪✪✪✪	38
Hooters Road Trip	Ubi Soft	◐	55
Hoshigami: Ruining Blue Earth	Atlus	✪✪◐	53
Hot Shots Golf	Sony CEA	✪✪✪✪	7
Hot Shots Golf 2	Sony CEA	✪✪✪◐	30
Hot Wheels Turbo Racing	**Electronic Arts**	✪✪◐	**25**
Hydro Thunder	Midway	✪✪	31
IHRA Drag Racing	Bethesda	◐	53
In Cold Blood	DreamCatcher	✪✪	49
Incredible Crisis	Titus	✪✪✪◐	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	✪✪✪◐	50

GAME	PUBLISHER	SCORE	ISSUE
Intelligent Qube	Sony CEA	✪✪✪	2
Intellivision Classic Games	Activision	✪◐	28
Int'l. Superstar Soccer 98	Konami	✪✪✪✪◐	11
Int'l. Track & Field 2000	Konami	✪✪✪✪	27
InuYasha	Bandai	✪✪✪	68
Invasion From Beyond	GT Interactive	✪✪	19
Iron Soldier 3	Vatical	✪✪✪✪	35
Irritating Stick	Jaleco	✪✪✪	18
ISS Pro Evolution	Konami	✪✪✪✪◐	35
The Italian Job	**Rockstar**	✪✪✪✪✪	**57**
Jackie Chan Stuntmaster	Midway	✪✪✪◐	30
Jade Cocoon	Crave	✪✪✪◐	23
Jarrett & LaBonte Stock Car Racing	Codemasters	✪✪✪✪	38
Jeopardy!	Hasbro	✪✪✪✪	17
Jeopardy! 2	Hasbro	✪✪✪✪	29
Jeremy McGrath Supercross 2000	**Acclaim**	✪◐	**38**
Jersey Devil	Sony CEA	✪✪	10
Jet Moto 2	**Sony CEA**	✪✪✪◐	**3**
Jet Moto 3	989 Studios	✪✪✪◐	26
Jimmy Johnson VR Football	Interplay	✪✪	2
Jojo's Bizarre Adventure	Capcom	✪✪✪✪◐	31
Juggernaut	Jaleco	✪✪	26
K-1 Grand Prix	Jaleco	✪✪✪◐	28
K-1 Revenge	Jaleco	✪✪◐	18
Kagero: Deception II	Tecmo	✪✪✪✪◐	14
Kartia	Atlus	✪✪✪✪	12
Kensei Sacred Fist	Konami	✪◐	17
Kickboxing	Agetec	✪	58
Killer Loop	Crave	✪✪✪	27
King of Fighters 99	Agetec	✪✪✪✪	41
KISS Pinball	Take 2	✪◐	46
Klonoa	**Namco**	✪✪✪✪✪	**6**
Knockout Kings	EA Sports	✪✪✪◐	16
Knockout Kings 2000	EA Sports	✪✪✪✪	27
Knockout Kings 2001	EA Sports	✪✪✪✪	39
Konami Arcade Classics	Konami	✪✪◐	23
Koudelka	Infogrames	✪✪✪	35
Kurt Warner's Arena Football Unleashed	Midway	✪✪✪	34
The Land Before Time: Great Valley Racing	TDK Mediactive	✪✪✪	46
The Land Before Time: Return to Great Valley	Sound Source	✪✪◐	39
Largo Winch .//Commando Sar	Ubi Soft	◐	57
Legacy of Kain: Soul Reaver	**Eidos**	✪✪✪✪◐	**25**
The Legend of Dragoon	Sony CEA	✪✪✪✪◐	34
Legend of Legaia	Sony CEA	✪✪✪✪	19
Legend of Mana	Square EA	✪✪◐	35
Lego Island 2: The Brickster's Revenge	Lego Media	✪✪◐	46
Lego Rock Raiders	Lego Media	✪	37
Lilo & Stitch	Sony CEA	✪✪✪◐	59
The Lion King: Simba's Mighty Adventure	Activision	✪◐	42
The Little Mermaid II	THQ	✪✪✪✪	39
Lode Runner	Natsume	✪✪◐	4
Looney Tunes Racing	Infogrames	✪✪◐	39
Looney Tunes: Sheep Raider	Infogrames	✪✪◐	51
The Lost World: Jurassic Park	**Electronic Arts**	✪	**2**
Lunar: Silver Star Story Complete	Working Designs	✪✪✪✪◐	22
Lunar 2: Eternal Blue Complete	Working Designs	✪✪✪✪	40
Madden NFL 98	**EA Sports**	✪✪✪✪	**2**
Madden NFL 99	EA Sports	✪✪✪✪◐	13
Madden NFL 2000	**EA Sports**	✪✪✪✪✪	**25**
Madden NFL 2001	**EA Sports**	✪✪✪✪✪	**37**
Madden NFL 2002	EA Sports	✪✪✪✪◐	49
Madden NFL 2003	EA Sports	✪✪✪✪	62
Marble Master	Conspiracy	✪✪◐	69
Martian Gothic: Unification	Take 2	✪✪✪◐	52
Marvel Super Heroes	Capcom	✪✪	2
Marvel Super Heroes vs. Street Fighter	Capcom	✪✪✪◐	18
Marvel vs. Capcom EX	Capcom	✪✪◐	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	✪✪✪◐	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	✪✪◐	45
Mass Destruction	ASC	✪✪◐	3
Mat Hoffman's Pro BMX	Activision	✪✪✪✪	45
Maximum Force	Midway	✪◐	2
MDK	Playmates	✪✪◐	3
Medal Of Honor	**Electronic Arts**	✪✪✪✪	**27**

If you can't get a life, work for one.

BE A STAR! While it's PC-only, *The Sims Superstar* expansion pack is glimpse of the future for PS2 *Sims* lovers. In this one, Sims aim to be rock stars, movie stars, or supermodels.

THE SIMS

How to succeed at all six Sims careers

Military

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Recruit	6am–12pm	$250	none	none
2 Elite Forces	7am–1pm	$325	Body: +2	none
3 Drill Instructor	8am–2pm	$400	Mechanical: +1 Charisma: +2	none
4 Junior Officer	9am–3pm	$450	Cooking: +1 Body: +2	none
5 Counter-intelligence	9am–3pm	$500	Mechanical: +1 Charisma: +1 Logic: +1	1
6 Flight Officer	9am–3pm	$550	Mechanical: +1 Charisma: +1 Logic: +2	3
7 Senior Officer	9am–3pm	$580	Mechanical: +3 Charisma: +1 Logic: +2	5
8 Commander	9am–3pm	$600	Mechanical: +3 Body: +3 Logic: +1	6
9 Astronaut	9am–3pm	$625	Mechanical: +1 Charisma: +2 Body: +2 Creativity: +3	8
10 General	9am–3pm	$650		

Xtreme

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Daredevil	9am–3pm	$175	none	none
2 Bungee Jump	9am–3pm	$250	Body: +2	1
3 Whitewater Guide	9am–3pm	$325	Body: +2 Mechanical: +1	2
4 Circuit Pro	9am–3pm	$400	Cooking: +1 Mechanical: +1 Logic: +1	3
5 Bush Pilot	9am–3pm	$475	Mechanical: +2 Body: +2	4
6 Mountain Climber	9am–3pm	$550	Mechanical: +1 Charisma: +2 Creativity: +3	5
7 Photojournalist	9am–3pm	$650	Mechanical: +1 Charisma: +1 Body: +1 Logic: +2 Creativity: +1	7
8 Treasure Hunter	10am–5pm	$725	Charisma: +2 Logic: +2 Creativity: +3	9
9 Grand Prix Driver	10am–4pm	$825	Cooking: +1 Charisma: +3 Body: +1 Logic: +1 Creativity: +2	11
10 International Spy	11am–5pm	$925		

Life of Crime

You won't be able to unlock this unless you catch a criminal in Get a Life mode. Get an alarm system to help you out.

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Pickpocket	9am–3pm	$140	none	none
2 Bagman	11pm–7am	$200	Body: +2	2
3 Bookie	12pm–7pm	$275	Charisma: +1 Creativity: +1	2
4 Con Artist	9am–3pm	$350	Mechanical: +2 Creativity: +1	3
5 Getaway Driver	5pm–1am	$425	Mechanical: +1 Charisma: +1 Body: +1 Creativity: +1 Logic: +1	4
6 Bank Robber	3pm–11pm.	$530	Body: +2 Logic: +1 Creativity: +1	6
7 Cat Burglar	9pm–3am	$640	Mechanical: +2 Logic: +1 Creativity: +2	8
8 Counterfeiter	9pm–3am	$760	Charisma: +3 Body: +1 Creativity: +1	10
9 Smuggler	9pm–3am	$900	Charisma: +2 Logic: +1 Creativity: +2	12
10 Criminal Mastermind	6pm–12am	$1,100		

Musician

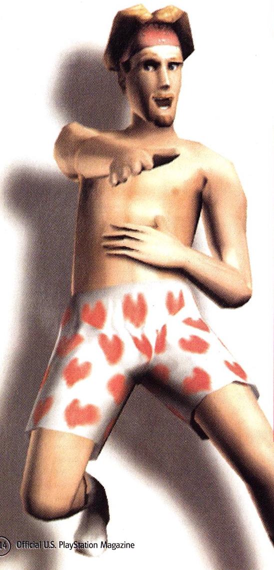
LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Subway Musician	3pm–9pm	$90	none	none
2 Piano Tuner	3pm–8pm	$120	Creativity: +2	none
3 Wedding Singer	9am–3pm	$190	Creativity: +3	2
4 Lounge Singer	8pm–4am	$250	Mechanical: +2 Creativity: +1	2
5 High School Band Teacher	7am–2pm	$325	Mechanical: +3 Creativity: +1	5
6 Roadie	11am–8pm	$400	Body: +4	8
7 Back-up Musician	12pm–9pm	$550	Charisma: +2 Body: +1 Creativity: +2	9
8 Studio Musician	11am–6pm	$700	Charisma: +5 Body: +2	12
9 Rock Star	5pm–2am	$1,100	Charisma: +3 Logic: +4	15
10 Celebrity Activist	10am–3pm	$1,400		

Entertainment

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Waiter/Waitress	9am–3pm	$100	none	none
2 Extra	9am–3pm	$150	Charisma: +2	none
3 Bit Player	9am–3pm	$200	Body: +2	2
4 Stunt Double	9am–4pm	$275	Charisma: +1 Body: +1 Creativity: +1	4
5 B-movie Star	10am–5pm	$375	Mechanical: +1 Charisma: +1 Body: +1 Creativity: +1	6
6 Supporting Player	10am–6pm	$500	Charisma: +2 Body: +1 Creativity: +1	8
7 TV Star	10am–6pm	$660	Mechanical: +1 Charisma: +2 Body: +1 Creativity: +1	10
8 Feature Star	5pm–1am	$900	Charisma: +1 Body: +1 Creativity: +3	12
9 Broadway Star	10am–5pm	$1,100	Charisma: +1 Body: +1 Creativity: +3	14
10 Superstar	10am–3pm	$1,400		

Slacker

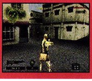
LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Golf Caddy	5am–10am	$90	none	none
2 Convenience Store Clerk	10am–3pm	$110	Body: +2	1
3 Life Guard	9am–3pm	$150	Charisma: +2	2
4 Record Store	12pm–5pm	$180	Charisma: +2	4
5 Party DJ	11pm–4am	$220	Mechanical: +3	6
6 Projectionist	6pm–1am	$280	Mechanical: +2	7
7 Video Editor	12pm–6pm	$350	Charisma: +3 Body: +1	10
8 Freelance Photographer	12pm–5pm	$400	Charisma: +1 Body: +3	12
9 Personal Tour Guide	2pm–7pm	$450	Charisma: +2 Body: +3	15
10 Permanent Celebrity Party Guest	10pm–2am	$600		



Admit it: At one time in your life, you had a pair of those heart-print boxers, and you thought you were really cool. Wait, what? You *still* do? Dorkus.

BORED GAME Excited about the continuing *Pitfall!* series? We're not either! But we're hyped about this old board game!

✪, ✪, ✪ Not three stars consecutively, but the three *scores* total for the three games in the *Spec Ops* trifecta.



GAME	PUBLISHER	SCORE	ISSUE
Medal Of Honor Underground	Electronic Arts	✪✪✪✪	39
MediEvil	Sony CEA	✪✪✪✪	14
MediEvil II	Sony CEA	✪✪✪◖	32
Mega Man Legends	Capcom	✪✪✪✪	12
Mega Man Legends 2	Capcom	✪✪✪◖	39
Mega Man X4	Capcom	✪✪✪	4
Mega Man X5	Capcom	✪✪✪◖	41
Mega Man X6	Capcom	✪✪✪	53
Men In Black–The Series: Crashdown	Infogrames	✪✪✪	54
Metal Gear Solid	**Konami**	✪✪✪✪✪	**14**
Metal Gear Solid: VR Missions	Konami	✪✪✪✪	25
Metal Slug X	Agetec	✪✪✪✪	43
Micro Machines	**Midway**	✪✪✪✪✪	**5**
Micro Maniacs	Codemasters	✪✪✪✪	32
Mike Tyson Boxing	Codemasters	✪✪	39
The Misadventures of Tron Bonne	Capcom	✪✪✪✪	31
Miss Spider's Tea Party	Simon & Schuster	✪✪✪	41
Missile Command	Hasbro	✪✪✪	28
Mission: Impossible	Infogrames	✪✪	28
MK Mythologies	Midway	✪✪◖	3
MLB 98	Sony CEA	✪✪✪	1
MLB 99	Sony CEA	✪✪✪✪	9
MLB 2000	989 Studios	✪✪✪✪	21
MLB 2001	989 Studios	✪✪✪	33
MLB 2002	Sony CEA	✪✪	46
MLB 2003	Sony CEA	✪✪✪✪	60
MLBPA Bottom of the 9th 99	Konami	✪✪✪◖	12
Mobil 1: Rally Championship	Electronic Arts	✪✪✪	32
Mobile Light Force	XS Games	✪✪✪◖	69
Monaco Grand Prix	Ubi Soft	✪✪✪◖	21
Monkey Hero	Take 2	✪✪	18
Monkey Magic	Sunsoft	✪	29
Monopoly	**Hasbro**	✪✪✪	**5**
Monster Rancher 2	Tecmo	✪✪✪✪	26
Monster Rancher Battle Card: Episode II	Tecmo	✪✪✪◖	36
Monster Rancher Hop-A-Bout	Tecmo	✪✪✪◖	41
Monster Seed	Sunsoft	✪✪◖	20
Monsters, Inc.	Sony CEA	✪✪✪◖	51
Mort the Chicken	Crave	✪◖	41
Mortal Kombat: Special Forces	Midway	✪◖	36
Mortal Kombat 4	**Midway**	✪✪✪◖	**11**
② **Mortal Kombat Trilogy**	**Midway**	**n/a**	**n/a**

OLD-SCHOOL CHARACTERS Highlight either Kano, Kung Lao, Jax, or Rayden and press Select. They should explode and turn into *MK1* Kano, *MK2* Kung Lao, *MK1* Rayden, and *MK2* Jax (without metal arms). They have the same moves and fatalities as those in the old games.

GAME	PUBLISHER	SCORE	ISSUE
Moto Racer	**Electronic Arts**	✪✪✪✪✪	**3**
Moto Racer 2	Electronic Arts	✪✪✪✪◖	14
Moto Racer World Tour	Infogrames	✪✪✪✪	40
Motocross Mania	Take 2	✪	48
Motorhead	Fox Interactive	✪✪✪◖	14
Mr. Domino	Acclaim	✪✪✪◖	15
Mr. Driller	Namco	✪✪✪✪	33
Ms. Pac-Man Maze Madness	Namco	✪✪✪✪	38
MTV Music Generator	Codemasters	✪✪✪✪	28
MTV Sports: Pure Ride	THQ	✪✪✪◖	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	✪	39
MTV Sports: Snowboarding	THQ	✪✪✪◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	✪✪	45
The Mummy	Konami	✪✪✪	41
Muppet Monster Adventure	Midway	✪✪✪✪	39
Muppet Race Mania	Midway	✪✪✪◖	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	✪✪◖	35
N20	Fox Interactive	✪✪	11
Nagano Winter Olympics 98	Konami	✪✪	6
Namco Museum Vol. 3	Namco	n/a	n/a
NASCAR 98	**EA Sports**	✪✪✪✪	**3**
NASCAR 99	**EA Sports**	✪✪✪✪	**14**
NASCAR 2000	EA Sports	✪✪✪✪	26
NASCAR 2001	EA Sports	✪✪◖	38
NASCAR Heat	Hasbro	✪✪✪◖	40
NASCAR Rumble	Electronic Arts	✪✪✪◖	31
NASCAR Thunder 2002	EA Sports	✪✪	52
NBA Fastbreak 98	Midway	✪✪◖	4
NBA Hoopz	Midway	✪✪✪	43
NBA In the Zone 98	Konami	✪✪◖	7
NBA In the Zone 99	Konami	✪✪✪◖	19
NBA In the Zone 2000	Konami	✪✪◖	28
NBA Live 98	EA Sports	✪✪✪✪◖	3
NBA Live 99	EA Sports	✪✪✪✪	16
NBA Live 2000	EA Sports	✪✪✪✪◖	28
NBA Live 2001	EA Sports	✪✪✪✪	39
NBA Live 2002	EA Sports	✪✪✪◖	53
NBA ShootOut 98	Sony CEA	✪✪✪◖	8
NBA ShootOut 2000	989 Studios	✪✪✪	30
NBA ShootOut 2001	989 Studios	✪✪◖	39
NBA ShootOut 2002	Sony CEA	✪✪✪◖	50
NBA ShootOut 2003	Sony CEA	✪✪✪◖	63
NBA Showtime: NBA on NBC	Midway	✪✪✪	28
NBA Tonight	ESPN Digital	✪✪✪	14
NCAA Final Four 99	989 Studios	✪✪✪◖	18
NCAA Final Four 2000	989 Studios	✪✪✪◖	28
NCAA Final Four 2001	Sony CEA	✪✪	40
NCAA Football 98	EA Sports	✪✪	2
NCAA Football 99	EA Sports	✪✪✪✪◖	12
NCAA Football 2000	EA Sports	✪✪✪✪	25
NCAA Football 2001	EA Sports	✪✪✪◖	36
NCAA GameBreaker 98	Sony CEA	✪✪✪✪	4
NCAA GameBreaker 99	989 Studios	✪✪✪✪	15
NCAA GameBreaker 2000	989 Studios	✪✪✪	25
NCAA GameBreaker 2001	Sony CEA	✪✪◖	37
NCAA March Madness 98	EA Sports	✪✪✪✪	7
NCAA March Madness 99	EA Sports	✪✪✪	18
NCAA March Madness 2000	EA Sports	✪✪✪✪	29
NCAA March Madness 2001	EA Sports	✪✪	41
Nectaris: Military Madness	Jaleco	✪✪✪✪	17
Need for Speed III	**Electronic Arts**	✪✪✪✪	**8**
Need for Speed: High Stakes	**Electronic Arts**	✪✪✪✪◖	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	✪✪✪◖	33
Need for Speed: V-Rally	Electronic Arts	✪◖	3
Need for Speed: V-Rally 2	Electronic Arts	✪✪✪◖	28
Newman/Haas Racing	Psygnosis	✪✪	7
The Next Tetris	Hasbro	✪✪✪	24
NFL Blitz	**Midway**	✪✪✪✪✪	**13**
NFL Blitz 2000	**Midway**	✪✪✪✪✪	**24**
NFL Blitz 2001	Midway	✪✪✪◖	38
NFL GameDay 98	**Sony CEA**	✪✪✪✪✪	**1**
NFL GameDay 99	989 Studios	✪✪✪✪	13
NFL GameDay 2000	989 Studios	✪✪✪✪	25
NFL GameDay 2001	989 Studios	✪✪◖	37
NFL GameDay 2002	Sony CEA	✪✪	49
NFL GameDay 2003	Sony CEA	✪✪✪✪	62
NFL Xtreme	989 Studios	✪✪	11
NFL Xtreme 2	989 Studios	✪◖	24
NHL 98	EA Sports	✪✪✪✪	2
NHL 99	EA Sports	✪✪✪✪◖	15
NHL 2000	EA Sports	✪✪✪✪	26
NHL 2001	EA Sports	✪✪✪✪	38
NHL Blades of Steel 2000	Konami	✪✪	28
NHL Breakaway 98	Acclaim	✪✪✪	2
NHL Championship 2000	Fox Interactive	✪✪✪	27
NHL FaceOff 98	**Sony CEA**	✪✪✪✪✪	**2**
NHL FaceOff 99	989 Studios	✪✪✪✪	14
NHL FaceOff 2000	989 Studios	✪✪✪✪	26
NHL FaceOff 2001	Sony CEA	✪✪✪✪◖	38
NHL Rock the Rink	Electronic Arts	✪✪✪✪	32
Nick Toons Racing	Infogrames	✪✪✪	48
Nightmare Creatures	Activision	✪✪✪◖	3
Nightmare Creatures II	Konami	✪✪	33
Ninja: Shadow of Darkness	Eidos	✪◖	15
Nuclear Strike	Electronic Arts	✪✪✪✪◖	3
O.D.T.	Psygnosis	✪◖	15
Oddworld: Abe's Exoddus	GT Interactive	✪✪✪✪◖	15
Oddworld: Abe's Oddysee	**GT Interactive**	✪✪✪✪	**1**
Omega Boost	Sony CEA	✪✪✪✪	25
One	ASC	✪✪✪✪	4

REPLAY FORUM

SPLINTER CELL: DEMO-NSTRATING

I was playing the *Splinter Cell* demo and I found a really crazy thing. I doubt you can pull this one off! In the kitchen, after wasting the cook, I opened the door to call the attention of the guard. Then I backed off, let the door close, and walked near it. When the angry guard tried to enter and beat me down, the door only opened halfway and he couldn't pass. I fired away and killed him. It was then that it happened: Since the guy didn't have space to fall on the floor, he started floating through the door and got stuck in the wall next to the door! The body stayed there but it was like a ghost—I could walk right through it. Really funny stuff! People should try to pull off this crazy stunt, too!

Pedro Palacio
zazam740@terra.com.br

NHL 2K3: EASY ALL-STAR

I love *NHL 2K3* and thought your slider hints in the May issue made the game more exciting and fun. However, why the All Star difficulty? Does it make it more realistic by being easier?

Richard Tayag RichardTayag@rogers.com

Nope. Play the hardest level if you can hack it.

GAME	PUBLISHER	SCORE	ISSUE
One Piece Mansion	Capcom	✪◖	50
Pac-Man World	**Namco**	✪✪✪✪◖	**25**
Pandemonium! 2	Midway	✪✪✪◖	3
Panzer Front	Agetec	✪✪✪◖	51
PaRappa the Rapper	**Sony CEA**	✪✪✪✪✪	**2**
Parasite Eve	**Square EA**	✪✪✪✪	**12**
Parasite Eve II	Square EA	✪✪✪✪◖	37
Persona 2: Eternal Punishment	Atlus	✪✪✪✪	41
Peter Jacobsen's Golden Tee Golf	Infogrames	✪✪✪◖	41
PGA Tour 98	EA Sports	✪✪✪	3
Pinobee	Konami	✪✪	68
Pipe Dreams 3D	Empire Int.	✪✪	52
Pitfall 3D	Activision	✪✪	9
Planet of the Apes	Ubi Soft	✪✪✪	63
Play With The Teletubbies	Knowledge Adv.	✪✪	36
Pocket Fighter	Capcom	✪✪✪✪	11
Point Blank	Namco	✪✪✪◖	6
Point Blank 2	Namco	✪✪✪◖	20
Point Blank 3	Namco	✪✪✪◖	44
Polaris SnoCross	Vatical	✪✪◖	38
Pong	Hasbro	✪✪✪◖	27
Pool Hustler	Activision	✪✪✪✪	15
Populous: The Beginning	Electronic Arts	✪◖	21
Porsche Challenge	Sony CEA	✪✪✪◖	1
Power Play Sports Trivia	Ubi Soft	✪✪	58
Power Rangers Lightspeed Rescue	THQ	✪◖	40
Power Shovel	Acclaim	✪✪✪	49
Power Soccer 2	Psygnosis	✪✪✪	5
Power Spike Pro Beach Volleyball	Infogrames	✪✪◖	41
The Powerpuff Girls: Chemical X-Traction	Bam	✪◖	51
Poy Poy	Konami	✪✪✪	3
Pro 18 World Tour Golf	Psygnosis	✪✪	19
Pro Pinball: Big Race USA	Empire	✪✪✪◖	37
Pro Pinball: Fantastic Journey	Empire	✪✪✪◖	37
Pro Pinball: Timeshock!	Take 2	✪	10
Psybadek	Psygnosis	✪✪	15
Punky Skunk	Jaleco	✪✪✪	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	✪✪◖	43
Qbert	Hasbro	✪✪◖	28
Quake II	Activision	✪✪✪✪	27
R-Type Delta	Agetec	✪✪✪✪◖	23
R-Types	Ascii	✪✪✪◖	17
R4: Ridge Racer Type 4	Namco	✪✪✪✪	20
Racing	Agetec	◖	43
Rage Ball	Agetec	✪◖	68
Railroad Tycoon II	Take 2	✪✪✪	30
Rainbow Six	Red Storm	✪	27
Rally Cross 2	989 Studios	✪✪✪◖	15
Rampage	Midway	✪✪◖	4
Rampage 2: Universal Tour	Midway	✪	21
Rampage Through Time	Midway	✪◖	36
Ray Tracers	THQ	✪✪✪	5
RayCrisis	Working Designs	✪✪✪	38
Rayman 2: The Great Escape	Ubi Soft	✪✪✪✪	35
Rayman Brain Games	Ubi Soft	✪✪✪	50
Rayman Rush	Ubi Soft	✪✪✪	57
Razor Freestyle Scooter	Crave	✪✪✪	41
RC de GO!	Acclaim	✪✪✪✪	40
RC Helicopter	Agetec	✪◖	68
RC Revenge	Acclaim	✪✪✪◖	37
RC Stunt Copter	Titus	✪✪✪✪	25
Re-Volt	Acclaim	✪✪	26
Ready 2 Rumble	**Midway**	✪✪✪◖	**27**
Ready 2 Rumble: Round 2	Midway	✪✪✪	40
Red Asphalt	Interplay	✪◖	3
Reel Fishing	**Natsume**	✪✪✪	**3**
Reel Fishing II	Natsume	✪✪	34
Resident Evil: Director's Cut	**Capcom**	✪✪✪	**2**
Resident Evil 2	**Capcom**	✪✪✪✪✪	**6**
Resident Evil 2: Dual Shock	**Capcom**	✪✪✪✪✪	**13**
Resident Evil 3: Nemesis	Capcom	✪✪✪✪◖	27
Resident Evil: Survivor	Capcom	✪◖	38
Rhapsody: A Musical Adventure	Atlus	✪✪✪	35

Football be damned, baseball's still America's pastime!

OVERHEARD "A critic once characterized baseball as six minutes of action crammed into two-and-one-half hours." —Ray Fitzgerald, in the *Boston Globe,* 1970

MVP BASEBALL 2003

Pitch a perfecto, and *OPM*'s fantasy team

CHEAT YOUR WAY TO MVP STATUS

Pitching a perfect game isn't impossible. You can even do it with A's hurler Barry Zito. Use Zito or a created player with a killer slider and curveball. Then...

- Throw two sliders to the side opposite the one the pitcher throws. (For the left-handed Zito, throw to what would be inside for a left-handed batter.) The pitch must be at the edge of the strike zone.
- Throw a curveball in the upper inside or outside corner. The batter should strike out, pop out, or ground out.

If you want to hit a home run every time, go to Rosters, then Create-A-Player. Enter the player's name as Erik Kiss. He'll knock the ball out of the park every time he lays wood on it.

If you want **to knock the ball over the Green Monster,** get a big right-handed bat like Manny Ramirez or Sammy Sosa. Hold the left analog stick diagonally toward the Green Monster. Almost every inside pitch will soar over the wall for a homer.

If you want a broken bat every time you make contact (weirdo), create a player with one of the following names: Keegn Patersn, Jacob Patersn, Ziggy Patersn.

Feel like widening your field of view on all cameras? Who wouldn't? We dug up this peculiar little cheat that'll change your field view **by displaying the game's world as slightly squished horizontally on a 4:3 aspect ratio television.** Very strange, indeed. (No worries, though—it doesn't change resolution or display modes in any way).

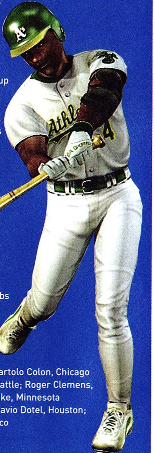
- Press and hold both L2 + R2 for more than three seconds.
- While holding L2 + R2, press ⬅ on the D-pad to enable the cheat. Push ➡ on the D-pad to disable it.

MLBPA INVITATIONAL

A funny and surprising thing happened during spring training: Major League Baseball gave *OPM* a call and asked if we'd like to join a fantasy baseball league alongside companies that make baseball games and other outlets that write about them.
We humbly accepted.

If you'd like to follow the race and cheer on *OPM*—wouldn't it be great if we beat 3DO, EA Sports, Sega, and Sony at their own games?—go to: baseball.fantasysports.yahoo.com/b2?page=leaguehome&lid=697

To get you ready, here's our mighty lineup and star-studded pitching staff.



Batters

Catcher	Damian Miller, Chicago Cubs
First Base	Hee Sop Choi, Chicago Cubs Adam Dunn, Cincinnati
Second Base	Todd Walker, Boston
Third Base	David Bell, Philadelphia Tony Batista, Baltimore
Shortstop	Alex Gonzalez, Chicago Cubs
Outfield	Hideki Matsui, New York Yankees Sammy Sosa, Chicago Cubs Corey Patterson, Chicago Cubs Brian Jordan, Los Angeles Ichiro Suzuki, Seattle Lance Berkman, Houston

Pitchers

Starters	Mark Prior, Chicago Cubs; Bartolo Colon, Chicago White Sox; Freddy Garcia, Seattle; Roger Clemens, New York Yankees; Brad Radke, Minnesota
Relievers	Kazuhiro Sasaki, Seattle; Octavio Dotel, Houston; Felix Rodriguez, San Francisco

GAME	PUBLISHER	SCORE	ISSUE
Rising Zan	Agetec	★★★★	24
Risk	Hasbro	★★★★	11
Rival Schools	Capcom	★★★★	14
Riven: The Sequel to Myst	**Acclaim**	★★★★★	**6**
Road Rash 3D	**Electronic Arts**	★★★	**11**
Road Rash: Jail Break	Electronic Arts	★★	30
Rock 'Em Sock 'Em Robots	Mattel	★★★	41
Rocket Power: Team Rocket Rescue	THQ	★◐	51
Rogue Trip	GT Interactive	★★★◐	14
Roll Away	Psygnosis	★★★★◐	13
Rollcage	Psygnosis	★★★◐	19
Rollcage Stage II	Psygnosis	★★★◐	31
Romance of the Three Kingdoms VI	Koei	★★	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	★	48
RPG Maker	Agetec	★★★★◐	35
Rugrats: Totally Angelica	THQ	★★★◐	48
Rugrats in Paris: The Movie	THQ	★★★	41
Runabout 2	Hot-B	★	36
Running Wild	989 Studios	★★	14
Rushdown	Electronic Arts	★★	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	◐	45
SaGa Frontier	Sony CEA	★★★◐	8
SaGa Frontier 2	Square EA	★★★◐	29
Saiyuki: Journey West	Koei	★★★◐	47
Saltwater Sportfishing	Agetec	★★◐	52
Sammy Sosa High Heat Baseball 2001	3DO	★★	32
Sammy Sosa Softball Slam	3DO	★★	33
Samurai Shodown: Warrior's Rage	SNK	★◐	36
Scooby-Doo and the Cyber Chase	THQ	★★	52
Scrabble	Hasbro	★★◐	28
Sentinel Returns	Psygnosis	★★	11
Sesame Street Sports	NewKidCo	★★★◐	54
Shadow Madness	Crave	★★◐	19
Shadow Man	Acclaim	★◐	27
Shadow Master	Psygnosis	★★★★	5
Shadow Tower	Agetec	◐	28
Shanghai: True Valor	Sunsoft	★★★	20
Sheep	Empire	★★★	41
❸ **Shrek: Treasure Hunt**	**TDK Mediactive**	**n/a**	**n/a**
There are no codes. It's not like you're dying for them, are you?			
Shipwreckers	Psygnosis	★★★	3
Shooter: Space Shot	Agetec	★★★◐	48
Shooter: Starfighter Sanvein	Agetec	★★	43
Silent Bomber	Bandai	★★★★	30
Silent Hill	**Konami**	★★★★	**18**
Silhouette Mirage	Working Designs	★★★◐	29
Sim Theme Park	Electronic Arts	★★◐	33
The Simpsons Wrestling	Taito	★★	45
Skullmonkeys	**Electronic Arts**	★★★★★	**6**
Skydiving Extreme	Banpresto	★◐	49
Sled Storm	**Electronic Arts**	★★★★	**24**
Small Soldiers	Electronic Arts	★◐	15
Smurfs	Infogrames	★★★★	29
Smurf Racer	Infogrames	★★	45
Sno-Cross Championship Racing	Crave	★◐	37
Snowboarding	Agetec	★★	43
Sol Divide	XS Games	★★★	68
Sorcerer's Maze	XS Games	★★★◐	68
Soul of the Samurai	Konami	★◐	24
South Park	Acclaim	★◐	27
South Park: Chef's Luv Shack	Acclaim	★	28
South Park Rally	Acclaim	★◐	29
Space Invaders	Activision	★★★	27
Spawn: The Eternal	Sony CEA	★★	4
Spec Ops: Covert Assault	Take 2	★	52
Spec Ops: Ranger Elite	Take 2	★	46
Spec Ops: Stealth Patrol	Take 2	★	34
Speed Punks	Sony CEA	★★★★◐	32
Speed Racer	Jaleco	★★	8
Speedball 2100	Empire	★★◐	40
Spider-Man	**Activision**	★★★★★	**37**
Spider-Man 2: Enter Electro	Activision	★★★◐	50
Spin Jam	Take 2	★◐	38
SpongeBob SquarePants	THQ	★★	51

GAME	PUBLISHER	SCORE	ISSUE
Sports Car GT	Electronic Arts	★★◐	21
Spyro the Dragon	**Sony CEA**	★★★★	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	★★★★◐	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	★★★★★	**39**
Star Ocean: The 2nd Story	Sony CEA	★★★★◐	22
Star Trek: Invasion	Activision	★★★★◐	37
Star Wars Episode I: Jedi Power Battles	LucasArts	★★◐	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	★★★	**25**
Star Wars Masters of Teräs Käsi	LucasArts	★★★	4
Star Wars Demolition	LucasArts	★★★◐	41
Steel Reign	Sony CEA	★★★	2
Streak	GT Interactive	★★◐	15
Street Fighter Alpha 3	**Capcom**	★★★★★	**21**
Street Fighter Collection	Capcom	★★★	4
Street Fighter Collection 2	Capcom	★★★	16
Street Fighter EX Plus Alpha	Capcom	★★★★	2
Street Fighter EX2 Plus	Capcom	★★★	33
Street Racquetball	Agetec	◐	68
Street Sk8er	Electronic Arts	★★◐	19
Street Sk8er 2	Electronic Arts	★★★	32
Strider 2	Capcom	★★★◐	34
Striker Pro 2000	Infogrames	★★★★	33
Strikers 1945	Agetec	★★◐	44
Stuart Little 2	Sony CEA	★★◐	60
Suikoden II	Konami	★★★★	26
Super Bubble Pop	Jaleco	★	68
Super Shot Soccer	Tecmo	★★★◐	61
Superbike 2000	EA Sports	★◐	32
SuperCross 2000	EA Sports	★◐	29
SuperCross Circuit	989 Studios	★★★◐	28
Superstar Dance Club #1 Hits!!!	XS Games	★★◐	67
Surf Riders	Ubi Soft	★◐	35
Sydney 2000	Eidos	★★	38
Syphon Filter	**989 Studios**	★★★★	**18**
Syphon Filter 2	989 Studios	★★★◐	31
Syphon Filter 3	Sony CEA	★★★◐	52
T'ai Fu	Activision	★◐	19
T.R.A.G.	Sunsoft	★★★	20
Tactics Ogre	Atlus	★★★◐	12
Tail Concerto	Atlus	★★★◐	26
Tales of Destiny	Namco	★★★★	13
Tales of Destiny II	Namco	★★★◐	49
Tarzan	**Sony CEA**	★★★◐	**24**
Team Buddies	Midway	★★★◐	38
Team LOSI RC Racing	Fox Interactive	★★◐	13
Tekken 3	**Namco**	★★★★★	**9**
Tenchu	**Activision**	★★★★	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	★★★	37
Tennis	Agetec	★★	53
Tennis Arena	Ubi Soft	★★◐	4
Test Drive 4	**Accolade**	★★★◐	**3**
Test Drive 5	**Accolade**	★★★◐	**15**
Test Drive 6	Infogrames	★★★◐	27
Test Drive: Le Mans	Infogrames	★★◐	34
Test Drive: Off-Road 3	Infogrames	★★	26
Thousand Arms	Atlus	★★★★	26
Thrasher: Skate & Destroy	Rockstar	★★★◐	29
Threads of Fate	Square EA	★★★◐	35
Thunder Force V	Working Designs	★★★	13
Tiger Woods 99 PGA Tour Golf	EA Sports	★★★★	16
Tiger Woods PGA Tour 2001	EA Sports	★★★◐	41
Tigger's Honey Hunt	NewKidCo	★★★★	41
Time Crisis: Project Titan	Namco	★★★	45
Tiny Tank	Sony CEA	★★	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	★◐	50
Tiny Toons: The Great Beanstalk	NewKidCo	★★★★	18
TOCA 2	Activision	★★★★◐	27
Tom & Jerry in House Trap	Eidos	★★★	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	★★◐	45
Tomb Raider II	**Eidos**	★★★★◐	**4**
Tomb Raider III	**Eidos**	★★★◐	**16**
Tomb Raider: Chronicles	Eidos	★★◐	41
Tomb Raider: The Last Revelation	Eidos	★★★★	29
Tomba!	Sony CEA	★★★★	11

TONY HAWK 4
You'll have to complete 100 Goal Points to unlock the hidden level Little Big World.

www.phatfarmstore.com
Want to dress like a Def Jam rapper? Who doesn't? Head to this site for all the phat gear.

GAME	PUBLISHER	SCORE	ISSUE
Tomba! 2: The Evil Swine Return	Sony CEA	★★★★	29
Tomorrow Never Dies	**Electronic Arts**	★★★½	**28**
Tonka Space Station	Hasbro	★★½	41
Tony Hawk's Pro Skater	**Activision**	★★★★½	**26**
Tony Hawk's Pro Skater 2	**Activision**	★★★★★	**38**
Tony Hawk's Pro Skater 3	Activision	★★★★½	51
Tony Hawk's Pro Skater 4	Activision	★★★★	64
Toonenstein: Dare to Scare	Vatical	★★½	29
Torneko: The Last Hope	Enix	★★	40
Toy Story 2	Activision	★★★	28
Toy Story Racer	Activision	★★★	44
Transformers: Beast Wars Transmetals	Bam	★	36
Trap Gunner	Atlus	★★½	13
Treasures of the Deep	Namco	★★★★	1
Trickin' Snowboarder	Capcom	★½	25
Triple Play '99	EA Sports	★★½	9
Triple Play 2000	EA Sports	★★★★½	20
Triple Play 2001	**EA Sports**	★★★★★	**32**
Triple Play Baseball	EA Sports	★★½	44
Turbo Prop Racing	Sony CEA	★★★	11
Turnabout	Natsume	★★★★	69
Twisted Metal III	**989 Studios**	★★½	**16**
Twisted Metal 4	**989 Studios**	★★★★	**28**
Twisted Metal: Small Brawl	Sony CEA	★★½	52
Tyco RC: Assault With a Battery	Mattel	★★	38
Ultimate 8-Ball	THQ	★★★★	22
Ultimate Fighting Championship	Crave	★★½	40
Um Jammer Lammy	Sony CEA	★★★½	24
The Unholy War	Eidos	★★★	14
Uprising X	3DO	★★★	17
Urban Chaos	Eidos	★★	33
Vagrant Story	Square EA	★★★½	33
Valkyrie Profile	Enix	★★★★	36
Vampire Hunter D	Jaleco	★★	37
Vanark	Jaleco	★★★	32
Vandal Hearts II	Konami	★★★½	27
Vanguard Bandits	Working Designs	★★½	33
Vanishing Point	Acclaim	★★★½	44
Vegas Games 2000	3DO	★★★½	27
V.I.P.	Ubi Soft	★★	51
Vigilante 8	**Activision**	★★★★	**10**
Vigilante 8: Second Offense	Activision	★★★	29
Virtual Kasparov	Titus	★★	49
VR Baseball '99	Interplay	★★★½	11
VR Sports Powerboat Racing	Interplay	★	10
Vs.	THQ	★	3
Walt Disney World Quest Magical Racing Tour	Eidos	★★½	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	★★★	41
War Jetz	3DO	★★	48
WarGames: DefCon 1	MGM Interactive	★★★★	12
Warpath: Jurassic Park	Electronic Arts	★★	27
Warriors of Might and Magic	3DO	★★★	41
Warzone 2100	Eidos	★★★★	22
WCW Backstage Assault	EA Games	★★	40
WCW Mayhem	Electronic Arts	★★★½	26
WCW Nitro	**THQ**	★★½	**5**
WCW/nWo Thunder	THQ	★	17
The Weakest Link	Activision	★★★½	51
Wheel of Fortune	**Hasbro**	★★★★	**17**
Wheel of Fortune 2	Hasbro	★★★★	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	★★½	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	★½	47
Wild 9	Interplay	★★★½	15
Wild Arms 2	Sony CEA	★★★½	33
The Wild Thornberrys: Animal Adventure	Mattel	★½	41
WipeOut 3	Psygnosis	★★★★	26
Woody Woodpecker Racing	Konami	★★	40
World Cup 98	EA Sports	★★★	10
World Destruction League: Thunder Tanks	3DO	½	39
World Is Not Enough	Electronic Arts	★★★	40
World's Scariest Police Chases	Activision	★★	47
Worms Armageddon	Hasbro	★★★½	27

GAME	PUBLISHER	SCORE	ISSUE
Worms World Party	Ubi Soft	★★★★	55
Wu-Tang Shaolin Style	Activision	★★★	28
WWF Attitude	Acclaim	★★★★	24
WWF SmackDown!	**THQ**	★★★★½	**31**
WWF SmackDown! 2	**THQ**	★★★★★	**40**
WWF War Zone	**Acclaim**	★★★★	**12**
X-Bladez: Inline Skater	Crave	½	55
X-Files	Fox Interactive	★★★	28
X Games Pro Boarder	ESPN Digital	★★★★	14
X-Men: Children of the Atom	Acclaim	★★	6
X-Men: Mutant Academy	Activision	★★★	36
X-Men: Mutant Academy 2	Activision	★★★	50
Xena: Warrior Princess	Electronic Arts	★★★½	26
Xenogears	Square EA	★★★★	14
You Don't Know Jack!	Berkeley Systems	★★★★½	25
You Don't Know Jack! Mock 2	Sierra	★★	40
⑤ **Yu-Gi-Oh!: Forbidden Memories**	**Konami**	★½	**57**
Hamburger Recipe		80811661	
Hane-Hane		07089711	
Haniwa		84285623	
Hannibal Necromancer		05640330	
Happy Lover		99030164	
Hard Armor		20060230	
Harpie Lady		76812113	
Harpie Lady Sister		12206212	
Harpie's Brother		30532390	
Harpie's Feather Duster		18144506	
Harpie's Pet Dragon		52040216	
Hercules Beetle		52584282	
Hero of the East		89987208	
Hibikime		64501875	
High Tide Gyojin		54579801	
Hinotama		46130346	
Hinotama Soul		96851799	
Hinotama Soul		96851799	
Hiro's Shadow Scout		81863068	
Hitodenchak		46718686	
Hitotsu-me Giant		76184692	
Holograh		10859908	
Horn Imp		69669405	
Horn of Light		38552107	
Horn of the Unicorn		64047146	
Hoshiningen		67629977	
Hourglass of Courage		43530283	
Hourglass of Life		08783685	
House of Adhesive		15083728	
Hungry Burger		30243636	
Hungry Ghoul		95265975	
Hunter Spider		80141480	
Hurricail		15042735	
Hyo		38982356	
Hyosube		02118022	
Hyozanryu		62397231	
Ice Water		20848593	
Ill Witch		81686058	
Inhaler		08353769	
Insect Armor with Fire		03492538	
Insect Barrier		23615409	
Insect Immation		96965364	
Insect Queen		91512835	
Insect Soldiers of Swarm		07019529	
Invader from Another Galaxy		28450915	
Invader of the Throne		03056267	
Invigoration		98374133	
Invisible Wire		15361130	
Invitation To A Dark Sleep		52675689	
Island Turtle		04042268	
Javelin Beetle		26932788	
Javelin Beetle Pact		41182875	
Jellyfish		14851496	
Jigen Bakudan		90020065	
Jinzo		77585513	
Jirai Gumo		94773007	
Job-change Mirror		55337339	

READER REVIEWS

From rappin' rasslers to Sam Fisher

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish them all, so keep it short, be witty, and remember that not every game deserves a five-star rating just because you like it!

DEF JAM: VENDETTA
What you said: "This game is just plain beat-down-the-other-guy fun. There is a well balanced set of moves for each character, and even the non–Def Jam fighters have a well-defined flavor. But for a game that prides itself on its musical elements, it has fewer than 20 songs...and you can't even get lyrical versions while you're in a brawl!

Since the game's best feature is multiplayer, I wish I could see the attributes of the fighters at the Character Selection screen, so I could play against my little sister and not lose so badly.

If you're sick of wrestling games with sweaty men in tights (*WWE*), try the one with the guys in the jerseys and Phat Farm clothing."
Scott Sullivan
summoner907@hotmail.com

> **"If you're sick of wrestling games with sweaty men in tights, try the one with guys in Phat Farm clothing."**

What we said: "Three parts brawler, one part hip-hop video, *Vendetta* is clearly PS2's best wrestler."
Our Score ★★★★

SPLINTER CELL
What you said: "Finally, a stealth-action game to give *Metal Gear Solid 2* a run for its money. Many Xbox owners said 'no way your puny PS2 can pump out these visuals!' They were wrong! The level of detail is incredible. There are so many different ways to tackle missions and tons of gadgets to complete them with. This game is a must-have. *Buy this!*"
Your Score ★★★★★
Jaxijin
maxymon@hotmail.com

What else you said: "First of all, when you've got a game that is the most advanced, with the best graphics, coolest effects, and best stealth, it's pretty much a given that the game will get a five-star rating. But *nooo*, Mr. Davison had to give it a $4^1/_2$ because he thought the story was too real! *Too real?* What?! You want games that are simply fantasy? Can't we mature just a bit? And personally, *Metal Gear Solid 2* was not a great game, definitely not worthy of five stars—I was disappointed. But anyway, back to my praise of *Splinter Cell*. Did I mention the graphics? Great level design? Action? Stealth? Lighting effects? Tell me when to stop, because I could keep going."
Your Score ★★★★★
Ben Bouchie
skunkman67@yahoo.com

What we said: "None of the bad guys in *Splinter Cell* have the charisma of any *Metal Gear* characters."
Our Score ★★★★½

DARK CLOUD 2
What you said: "I can't help but notice several obnoxious flaws. First, the game is full of cheap deaths. And at times, the camera acts as if it's being controlled by a man whose face is slowly being eaten by yellow-jackets. The georama system here is worse than in the first game, with a clumsier menu setup. Despite this, it's as enjoyable as the original. With 100 hours of gameplay time, it's a must-own—but it's not as good as *Xenosaga*."
Your Score ★★★★½
Brandon Hopkins
brhopkin@brownell.edu

What we said: "*Dark Cloud 2* has more than enough absurdly addictive elements to keep you busy."
Our Score ★★★★★

SHOX
What you said: "The $100 Logitech wheel is a great accessory, and no other game uses it better than *Shox*. It looks great, and with the wheel it plays better than it looks. I don't care about *Colin McRae* or *Paris-Dakar Rally*, but this game is carrying me into rally bliss."
Your Score ★★★★½
2006194@gaggle.net

What we said: "If you're expecting a racing game with the full-on Big treatment, you'll be disappointed."
Our Score ★★★½

P.S. Those were some whack licenses back in the day.

FINGER WEIGHTS!
Don't stop the workout just because you're gaming! Boy, is this a dumb idea.

MIX & MATCH

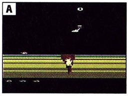
Licensed games based on monster franchises aren't a new thing

So you think videogame licenses are a new thing? Not a chance. Since the early days of console gaming, publishers have believed recognizable names were connected to dollar signs. These games usually sucked. Here are screens from and titles of 15 licensed Atari 2600 games (some of which, like *The Incredible Hulk*, were never even released!). Can you pair them up properly?

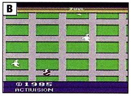
A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
THE INCREDIBLE HULK

1 ___ Alien
2 ___ A-Team
3 ___ Dumbo's Flying Circus
4 ___ E.T. The Extra-Terrestrial
5 ___ Ghostbusters
6 ___ Halloween
7 ___ The Incredible Hulk
8 ___ James Bond 007
9 ___ M*A*S*H
10 ___ Planet of the Apes
11 ___ Porky's
12 ___ Raiders of the Lost Ark
13 ___ Snow White
14 ___ Star Wars: The Ewok Adventure
15 ___ Texas Chainsaw Massacre

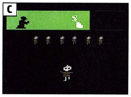
A



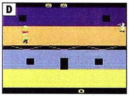
B


©1985
ACTIVISION

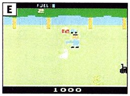
C



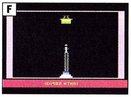
D



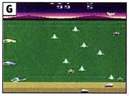
E



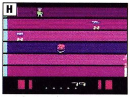
F



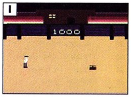
G



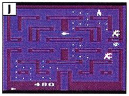
H



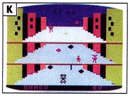
I



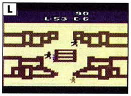
J



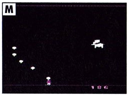
K



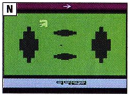
L



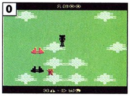
M



N



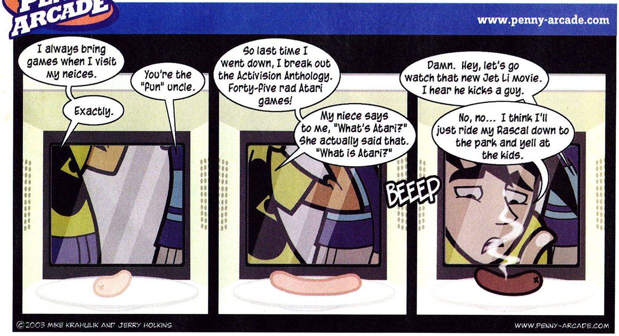
O



Answers: 1) J, 2) H, 3) M, 4) N, 5) B, 6) D, 7) K, 8) A, 9) G, 10) L, 11) I, 12) F, 13) C, 14) O, 15) E

PENNY ARCADE

www.penny-arcade.com


I always bring games when I visit my neices.
You're the "fun" uncle.
Exactly.
So last time I went down, I break out the Activision Anthology. Forty-five rad Atari games!
My niece says to me, "What's Atari?" She actually said that. "What is Atari?"
BEEEP
Damn. Hey, let's go watch that new Jet Li movie. I hear he kicks a guy.
No, no... I think I'll just ride my Rascal down to the park and yell at the kids.

©2003 MIKE KRAHULIK AND JERRY HOLKINS

WWW.PENNY-ARCADE.COM

P.S.A.T.

(PlayStation Aptitude Test)

1. Which game in this month's Reviews section features a "Smash Count"?
a. *Chaos Legion*
b. *The Hulk*
c. *Mobile Armor*
d. *Chessmaster*

2. Which of these names is not associated with *Wakeboarding Unleashed*?
a. Cobe Mikacich
b. Dallas Friday
c. Parks Bonifay
d. Edgar Humpley

3. What was the original name for *Drakengard*?
a. *Panzer Dragoon*
b. *Drag-on Dragoon*
c. *Dragon Drag-oon*
d. *Jade Cocoon*

4. Which of the following is not an actual weapon seen in this month's *Syphon Filter: The Omega Strain* video?
a. Calico 960
b. China 56
c. Omega 3
d. *SOCOM* Pistol

5. Which of these is an actual PS1 game and has nothing to do with Bruce Banner's alter ego?
a. *WWF Hulkamania*
b. *Space Hulk*
c. *Green and Gray*
d. *Hulka Hulka Burnin' Love*

HULKSTER
Real American Hero
Did this steroid-monster have a PS1 game based on him?

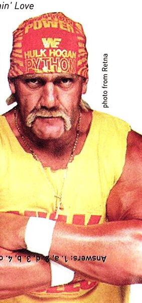

HULKAMANIA POWER
WF HULK HOGAN PYTHON

photo from Retna

Answers: 1. a, 2. d, 3. b, 4. c, 5. b

COLLECT THEM ALL

Order OPM Back Issues or Demo Discs Today!

To order, simply send your order form indicating which issues you would like to: **Official U.S. PlayStation Magazine Back Issues, 1411 Opus Place, Suite 340, Downers Grove, IL 60515**. All requests must be paid for by check or money order ONLY, made payable to Ziff Davis Media. (Please do not send cash.) The cost for each issue is as indicated on the order form PLUS shipping and handling. Shipping and handling charges for each magazine are as follows: $3 U.S., $3 Canada, and $5 foreign. **All payments MUST be in U.S. funds**. Prices and availability subject to change without notice. (Note: Issue 17/February 1999 is completely **SOLD OUT**.)

☐ Issue 69 **June 2003** – $10

SOCOM 2: U.S. NAVY SEALS
PS2 Demo Disc Playables: World Tour Soccer 2003, High Heat MLB 2004, Smash Cars, War of the Monsters, Rocky, Pride FC, X-Men: Next Dimension, Black & Bruised, Space Fisherman
Video Previews: MLB Slugfest, Wakeboarding Unleashed, Enter the Matrix

☐ Issue 68 **May 2003** – $10

SPLINTER CELL
PS2 Demo Disc Playables: Def Jam: Vendetta, Grand Prix Challenge, High Heat MLB 2004, My Street, NBA Live 2003, Tom Clancy's Splinter Cell, Winning Eleven 6
Video Previews: After Echo, Metal Gear Solid 2: Substance

☐ Issue 67 **April 2003** – $10

MIDNIGHT CLUB II
PS2 Demo Disc Playables: Amplitude, ATV Offroad Fury 2, NCAA Final Four 2003, Rayman3: Hoodlum Havoc, WWE SmackDown! Shut Your Mouth, Zapper
Video Previews: .hack//INFECTION, Silent Hill 3, Vexx

☐ Issue 66 **March 2003** – $10

DEF JAM: VENDETTA
PS2 Demo Disc Playables: Jet X20, NHL FaceOff 2003, Zone of the Enders: The 2nd Runner, Pride FC: Fighting Championship, All-Star Baseball 2004, NASCAR Thunder 2003, The King of Route 66, Tenchu: Wrath of Heaven, Rocky
Video Previews: Xenosaga, EverQuest Online Adventures

☐ Issue 65 **February 2003** – $10

THE GETAWAY
PS2 Demo Disc Playables: The Getaway, Dark Cloud 2, NBA ShootOut 2003, Ratchet & Clank, ATV: Quad Power Racing 2, Black & Bruised, Run Like Hell: Hunt or be Hunted, Shaun Murray's Pro Wakeboarder, Def Jam Vendetta
Video Previews: 007: NightFire, GTA: Vice City, Tribes Aerial Assault

☐ Issue 64 **January 2003** – $10

WAR OF THE MONSTERS
PS2 Demo Disc Playables: SOCOM, War of the Monsters, Rygar: The Legendary Adventure, Burnout 2: Point of Impact, Shinobi, Legaia 2, Minority Report, Haven, Reign of Fire, Tiger Woods PGA Tour 2003
Video Previews: The Getaway

☐ Issue 63 **December 2002** – $10

SHINOBI
PS2 Demo Disc Playables: Suikoden III, NCAA Football 2003, Rally Fusion Race of Champions, Contra Shattered Soldier, Tony Hawk's Pro Skater 4, Ty the Tasmanian Tiger, Superman: Shadow of Apokolips, Disney's Treasure Planet, Primal

☐ Issue 62 **November 2002** – $10

GTA: VICE CITY
PS2 Demo Disc Playables: Wild Arms 3, Sly Cooper, Silent Scope 3, Dance Dance Revolution, Dual Hearts, MX Superfly, Red Faction 2, Hitman 2
Video Previews: Ratchet & Clank, Contra: Shattered Soldier, .hack// INFECTION, Tony Hawk's Pro Skater 4

☐ Issue 61 **October 2002** – $10

KINGDOM HEARTS
PS2 Demo Disc Playables: Need for Speed: Hot Pursuit 2, Summoner 2, Spyro: Enter the Dragonfly, Downforce, Drakan: The Ancients' Gates, The Mark of Kri
Video Previews: Treasure Planet, Kelly Slater, Superman, Kingdom Hearts

☐ Issue 60 **September 2002** – $10

SOCOM: U.S. NAVY SEALS
PS2 Demo Disc Playables: TimeSplitters 2, X-Men: Next Dimension, Hot Shots Golf 3, The Mark of Kri, Frequency, Medal of Honor: Frontline
Video Previews: Need For Speed: Hot Pursuit 2, Sly Cooper and the Thievius Raccoonus, and more

☐ Issue 59 **August 2002** – $10

SLY COOPER
PS2 Demo Disc Playables: Street Hoops, UFC: Throwdown, Taz: Wanted, Freekstyle, Sled Storm, Stuntman, Britney's Dance Beat
Video Previews: Mat Hoffman 2, Dragon's Lair 3D, Kingdom Hearts, Test Drive

☐ **Issue 1 - October 1997** **$15**
FINAL FANTASY VII STRATEGY
DEMOS: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

☐ **Issue 2 - November 1997** **$10**
BUSHIDO BLADE STRATEGY
DEMOS: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

☐ **Issue 3 - December 1997** **$10**
COOL BOARDERS STRATEGY
DEMOS: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

☐ **Issue 4 - January 1998** **$10**
TOMB RAIDER II STRATEGY
DEMOS: NFL GameDay 98, CART World Series, Frogger

☐ **Issue 5 - February 1998** **$10**
ALUNDRA STRATEGY
DEMOS: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

☐ **Issue 6- disc only** **$7.99**
DEMOS: Bloody Roar, Monster Rancher, Shipwreckers

☐ **Issue 7 - April 1998** **$10**
RESIDENT EVIL 2 STRATEGY
DEMOS: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

☐ **Issue 8 - May 1998** **$10**
TEKKEN 3 STRATEGY
DEMOS: Einhänder, Gex: Enter the Gecko, Klonoa

☐ **Issue 9 - June 1998** **$15**
GRAN TURISMO REVIEW
DEMOS: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive

☐ **Issue 10 - disc only** **$7.99**
DEMOS: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer

☐ **Issue 11 - August 1998** **$15**
VIGILANTE 8 STRATEGY
DEMOS: Tekken 3, Turbo Prop Racing

☐ **Issue 12 - September 1998** **$10**
ELEMENTAL GEARBOLT STRATEGY
DEMOS: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

☐ **Issue 13 - October 1998** **$10**
SPYRO THE DRAGON
DEMOS: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Ninja, NFL Xtreme, Cool Boarders 3

☐ **Issue 14 - disc only** **$7.99**
DEMOS: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance

☐ **Issue 15 - December 1998** **$10**
CRASH BANDICOOT STRATEGY
DEMOS: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

☐ **Issue 16 - January 1999** **$10**
TOMB RAIDER III STRATEGY
DEMOS: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

Issue 17 **SOLD OUT**

☐ **Issue 18 - March 1999** **$10**
SYPHON FILTER STRATEGY
DEMOS: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

☐ **Issue 19 - April 1999** **$10**
SILENT HILL STRATEGY
DEMOS: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

☐ **Issue 20 - May 1999** **$10**
LEGEND OF LEGAIA STRATEGY
DEMOS: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

☐ **Issue 21 - June 1999** **$10**
GEX 3 STRATEGY
DEMOS: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

☐ **Issue 22 - July 1999** **$10**
STREET FIGHTER ALPHA 3 STRATEGY
DEMOS: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

☐ **Issue 23 - August 1999** **$10**
APE ESCAPE STRATEGY
DEMOS: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

☐ **Issue 24 - September 1999** **$10**
JADE COCOON STRATEGY
DEMOS: Um Jammer Lammy, Sled Storm, Cho-cobo Racing, Pong, Monaco Grand Prix Racing

☐ **Issue 25 - October 1999** **$10**
FINAL FANTASY VIII STRATEGY
DEMOS: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

☐ **Issue 26 - November 1999** **$10**
CRASH TEAM RACING STRATEGY
DEMOS: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

☐ **Issue 27 - December 1999** **$10**
DINO CRISIS STRATEGY
DEMOS: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

☐ **Issue 28 - January 2000** **$10**
RESIDENT EVIL 3: NEMESIS STRATEGY
DEMOS: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

☐ **Issue 29 - February 2000** **$10**
MEDAL OF HONOR STRATEGY
DEMOS: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

☐ **Issue 30 - March 2000** **$10**
GT2 STRATEGY
DEMOS: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

☐ **Issue 31 - April 2000** **$10**
SAGA FRONTIER 2 STRATEGY
DEMOS: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II

☐ **Issue 32 - May 2000** **$10**
SYPHON FILTER 2 STRATEGY
DEMOS: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ **Issue 33 - June 2000** **$10**
FEAR EFFECT STRATEGY
DEMOS: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

☐ **Issue 34 - July 2000** **$10**
TONY HAWK'S PRO SKATER
DEMOS: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

☐ **Issue 35 - August 2000** **$10**
WHO WANTS TO BE A MILLIONAIRE
DEMOS: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

☐ **Issue 36 - September 2000** **$10**
SOUL REAVER 2
DEMOS: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

☐ **Issue 37 - October 2000** **$10**
STAR WARS
DEMOS: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

☐ **Issue 38 - November 2000** **$10**
PS2 REVEALED
DEMOS: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC VIDEOS: Metal Gear Solid 2

☐ **Issue 39 - December 2000** **$10**
CRASH BASH
DEMOS: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

☐ **Issue 40 - January 2001** **$10**
GRAN TURISMO 3
DEMOS: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

☐ **Issue 41 - February 2001** **$10**
Z.O.E.
DEMOS: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

☐ **Issue 42 - March 2001** **$10**
EA SPORTS BIG
DEMOS: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

☐ **Issue 43 - April 2001** **$10**
TWISTED METAL: BLACK
DEMOS: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

☐ **Issue 44 - May 2001** **$10**
MOH: FRONTLINE
DEMOS: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

☐ **Issue 45 - June 2001** **$10**
DARK CLOUD
DEMOS: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

☐ **Issue 46 - July 2001** **$10**
TOMB RAIDER
DEMOS: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

☐ **Issue 47 - August 2001** **$10**
FINAL FANTASY
DEMOS: Final Fantasy VIII VIDEOS: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing VIDEOS: Final Fantasy trailer

☐ **Issue 48 - September 2001** **$10**
ICO
DEMOS: Mat Hoffman's Pro BMX VIDEOS: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

☐ **Issue 49 - October 2001** **$10**
SILENT HILL 2
DEMOS: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

☐ **Issue 50 - November 2001** **$10**
GRAND THEFT AUTO III
DEMOS: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3
VIDEOS: Dragon Warrior VII, Syphon Filter 3

☐ **Issue 51 - December 2001** **$10**
METAL GEAR SOLID 2
DEMOS: NBA Street, Kinetica, Extermination, Gallop Racer 2001 VIDEOS: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

☐ **Issue 52 - January 2002** **$10**
JAK AND DAXTER
DEMOS: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip
VIDEOS: Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

☐ **Issue 53 - February 2002** **$10**
FINAL FANTASY X
DEMOS: Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex
VIDEOS: Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3

☐ **Issue 54 - March 2002** **$10**
TOMB RAIDER: TNG
DEMOS: Sheep Raider, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T.
VIDEOS: Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter

☐ **Issue 55 - April 2002** **$10**
VIRTUA FIGHTER 4
DEMOS: Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitaroo Man, Airblade
VIDEOS: Virtua Fighter 4, Grand Theft Auto III, Smuggler's Run 2, Herdy Gerdy

☐ **Issue 56 - May 2002** **$10**
SPIDER-MAN
DEMOS: Hot Shots Golf 3, Rez, Jak and Daxter, Baldur's Gate, SSX Tricky
VIDEOS: Spider-Man, Barbarians, Jak and Daxter

☐ **Issue 57 - June 2002** **$10**
STAR WARS
DEMOS: Medal of Honor: Frontline, Fatal Frame, Herdy Gerdy, Mad Maestro!, Pirates: The Legend of Black Kat
VIDEOS: Delta Force Urban Warfare, Scooby-Doo, Stuntmaner's Stone, NBA ShootOut 2002

☐ **Issue 58 - July 2002** **$10**
PS2 ONLINE
DEMOS: Mister Mosquito, Aggressive Inline, Knockout Kings 2002, Tiger Woods PGA Tour 2002, Fireblade, Star Wars Jedi Starfighter
VIDEOS: Mark of Kri, Woody Woodpecker, Gravity Games

NEXT MONTH

Don't settle for lame imitations.

OFFICIAL U.S. PlayStation MAGAZINE

August 2003
On sale July 8

EXCLUSIVE!
THE ONLY MAGAZINE WITH A DEMO DVD!

WITH 9 PLAYABLE DEMOS, INCLUDING:
GLADIUS
APE ESCAPE 2
FUGITIVE HUNTER
ARC THE LAD
AND MUCH MORE!

•Editorial content subject to change•

ELECTRONIC GAMING MONTHLY

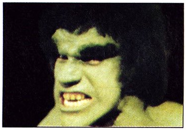
July 2003
On sale now

Castlevania

EGM returns from Konami's crypts to open a casket full of exclusive *Castlevania* coverage, with never-before-seen screens, inside interviews, and hands-on experience. Also: *EGM* grabs aisle seats for *The Incredible Hulk* and *Return of the King*. Find out how Hollywood's been cooperating with game developers.

GAMENOW

July 2003
On sale now

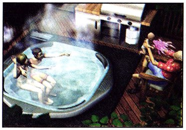


More Hulk SMASH!

Didn't get enough SMASH! in *OPM*? Turn to *GameNOW* for Hulk coverage for every system. They've even got a full SMASHing walkthrough of the games. Also: strategies for *Ape Escape 2*, *Golden Sun: The Lost Age*, and *Warcraft III: The Frozen Throne*. SMASH SMASH SMASH!!

COMPUTER GAMING WORLD

July 2003
On sale now



Sims II

Guess what? Now you can make babies! Check out *CGW* for the ultra-exclusive first look at the next generation of *Sims*. Also: 21 reviews, including *Shadowbane* and *Vietcong*. And don't miss the killer previews, featuring *Tron 2.0*, *Hidden & Dangerous 2*, and *Breed*. Plus, the worst game in 20 years!

Advertiser Index

A.D. Vision	31, 47	www.advfilms.com
Activision	4–5, 29	www.activision.com
Amurol Confection Company	39	www.bubblegum.com
Bandai America Inc.	124	www.bandai.com
Capcom USA Inc.	19, 37	www.capcom.com
Eastpak	27	usa.eastpak.com
Ecko Unlimited	43	www.ecko.com
Eidos Interactive, Inc.	6–7	www.eidos.com
Electronic Arts	8–9	www.ea.com
Full Sail Real World	49	www.fullsail.com
Midway Games, Inc.	34a–34b, 35	www.midway.com
Nestle Food Company	25	butterfinger.com
Sega of America	11	www.sega.com
Sony Computer Entertainment	2–3	www.scea.com
Square Enix U.S.A., Inc.	17	www.squaresoft.com
Take 2 Interactive Software	21	www.take2games.com
THQ Inc.	76–77	www.thq.com
Ubi Soft Entertainment	122–123	www.ubisoft.com

THE ESRB VIDEO & COMPUTER GAME RATINGS

Find out whether a computer or video game is right for your home.

Learn more about the Entertainment Software Review Board rating system and how games get rated on **www.esrb.org.**

EARLY CHILDHOOD
®
eC
CONTENT RATED BY
ESRB

EARLY CHILDHOOD

Titles rated “Early Childhood (EC)” have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.

EVERYONE
®
E
CONTENT RATED BY
ESRB

EVERYONE

Titles rated “Everyone (E)” have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.

TEEN
®
T
CONTENT RATED BY
ESRB

TEEN

Titles rated “Teen (T)” have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.

MATURE
®
M
CONTENT RATED BY
ESRB

MATURE

Titles rated “Mature (M)” have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.

ADULTS ONLY
®
AO
CONTENT RATED BY
ESRB

ADULTS ONLY

Titles rated “Adults Only (AO)” have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not inten-ded to be sold or rented to persons under the age of 18.

RATING PENDING
®
RP
Visit www.esrb.org or call
1-800-771-3772 for more info.
CONTENT RATED BY
ESRB

RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

This message is brought to you by the Editors of:

ZIFF DAVIS MEDIA
GAME GROUP

Electronic Gaming Monthly
Official U.S. PlayStation Magazine
Computer Gaming World
GameNow
XBN Xbox Nation Independent Xbox Magazine
Pocket Games
Gamers.com

A New Class of Monkey

Pink Monkey

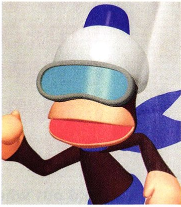
Most Likely to Be a Pop Star

El Toro

Most Likely to Grab the Bull by the Horns

Harley Q. Win

Most Likely to Annoy the King



Billy

Most Likely to Get a Speeding Ticket

Monko Polo

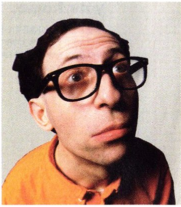
Most Likely to Find a Legendary Banana

Natalie

Most Likely to Lose Her Wits

Marshall

Most Likely to Punch the Ref

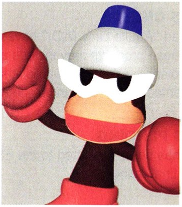


Larry

Most Likely to Step in Monkey Poo

Mr. White

Most Likely to Be an Evil Scientist



Balboa

Most Likely to Live in a Meat Locker

Norman

Most Likely to Drive a Humvee

Specter

Most Likely to Take Over the World

EVERYONE
E
CONTENT RATED BY
ESRB

Comic Mischief
Mild Violence

©2003 Sony Computer Entertainment Inc. Ape Escape is a trademark of Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft Entertainment in the U.S. and/or other countries. All rights reserved.

Catching Madness

Leo

Most Likely to Catch a Fever

Stephenson

Most Likely to Walk the Plank

Jimmy

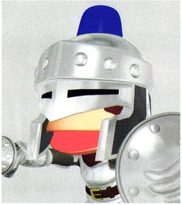
Most Likely to Save the World

George

Most Likely to Be Inquisitive

Buzz

Most Likely to Be Lost in Space



Arthur

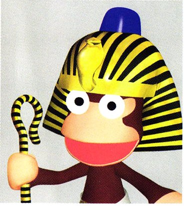
Most Likely to Get Pierced

Parka

Most Likely to Chill

Punto

Most Likely to Sink the Gondola



Cleo

Most Likely to Walk Like an Egyptian

Yellow Monkey

Most Likely to Be a Pro Wrestler

Libby

Most Likely to Swim to Ellis Island

Spud

Most Likely to Be a Hypnotist

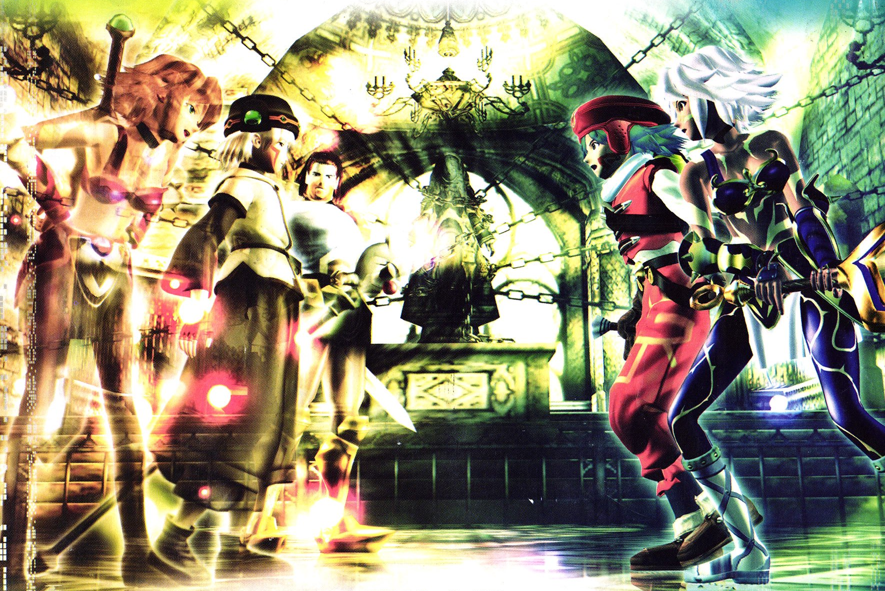
300 monkeys. They're smarter. They're zanier.
And they're trying to take over the world.

APE ESCAPE™ 2

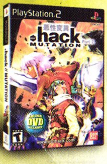
PlayStation®2

Ubi Soft
ENTERTAINMENT®
www.ubi.com

COMING SOON TO PLAYSTATION® 2
COMPUTER ENTERTAINMENT SYSTEM



悪性変異
DOT .hack™ Part 2
MUTATION



THE SAGA CONTINUES...

ANIME DVD INCLUDED

www.dothack.com
Sadamoto • Ito • Mashimo

TEEN T
CONTENT RATED BY ESRB

Mature Sexual Themes
Mild Language
Violence

PlayStation®2

.hack TM and © 2001-2003 BANDAI. Program © 2001-2003 BANDAI. .hack and all related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Bandai. Used under license by Bandai America Incorporated. All rights reserved.

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

BANDAI®